

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: zephyr_hound on May 21, 2011, 12:01:09 pm

Title: **Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 21, 2011, 12:01:09 pm**

[stone tablets found in a midden at an architectural dig in the mountain range of the Intense Spine, translated from the dwarven by Lekler Arala]

Quote

10th Obsidian, 200

Department of Military Affairs, Isakudil

Dear Mr Madushkubuk,

We are in receipt of your tablet dated 6th Obsidian 200. I have now personally reviewed your case. While we understand your feelings on the matter, unfortunately soapmaking is not one of the trades which permit an exemption to military service. Furthermore, your guild has not been formally recognized by the administration of this mountainhome and as such has no legal standing. Your application has therefore been denied, and you are requested to report to your militia captain at your earliest convenience. You do not have the right to further appeals. If you disagree with this decision you may of course lodge an emigration proposal with the outpost foundation tribunal, as long as said proposal is received by that office prior to the first of Granite.

Sigun Egulrigoth, General

Quote

12th Obsidian, 200

General Egulrigoth

I find it absolutely ridiculous that soapmaking has been denied preferred trade status--who do you think supplies the soap to treat the injuries that come out of your "danger room" deathtraps? Not only are such devices notoriously unsafe, they are in my view a way of viciously "hazing" new recruits, and I have no intention of submitting myself to such a backwards and barbaric practice. As for the allegation that the Soapmaker's Guild does not represent a legitimate commercial interest of Isakudil, I can only state that we have been in the process of achieving recognition of our guild for the past five years, and have been continually and in my opinion intentionally delayed by the current administration. I feel that I and my fellow guildmembers have been treated appallingly and I shall indeed be lodging an emigration proposal at the earliest opportunity.

Yours, G. Zephyr Madushkubuk, Soapmaster

Quote

16th Obsidian

From the desk of Cog Risenbasen, Guild of Cartographers and Traders

Dear Mr Madushkubuk,

I engrave with respect to your tablet dated the 12th Obsidian, regarding a suitable location for an outpost to be funded by the Soapmaker's Guild. You requested:

"Lots of trees and grazing land, good hunting, warm and pleasant climate where nobody will bother us"

You must understand that virgin unclaimed land with all the qualities you desire is very hard to find. Having searched our map archives I have located a likely looking and as yet uninhabited area described as "The Lonely Jungle". It would seem an ideal choice for you given your requirements and your stated intention. The climate may perhaps be a little warmer than you hoped, and the distance from the mountainhome quite extensive, but otherwise it would appear to be a perfect match.

Quote

17th Obsidian, 200

Att: Liaison Cog Risenbasen, Guild of Cartographers and Traders

Thank you very much for your recently received tablet, and your assistance in this matter. The suggested location seems, as you said, perfect. We'll take it!

G Z Madushkubuk, Soapmaker's Guild

Quote

19th Obsidian, 200

Dear Mr Madushkubuk,

Your proposal to found an Isakudil outpost at the location of the Lonely Jungle has been approved by the commission. However, I am obliged to inform you, in case you were unaware, that it is not our policy to provide military backup for startup expeditions in extreme areas such as these. You will be on your own.

D Gutidsarvesh, Dept. of Emigration

Quote

20th Obsidian, 200

Att: D Gutidsarvesh, Emigration

Why would we want to bring soldiers along? I'm not expecting to encounter any trouble in the Lonely Jungle. It sounds like a delightful place to live. I and my associates will be living a peaceful communal life, making soap.

Quote

21st Obsidian, 200

Dear Mr Madushkubuk,

As you wish. A heavily armed trade caravan is timetabled to pass through your area in late autumn of 201. If any of you remain by then and wish to return to the Mountainhomes you may do so at that time.

D. Gutidsarvesh, Dept. of Emigration

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 21, 2011, 12:02:57 pm**

All right this is the deal

EVERYONE IS SOAPMAKER
NO EXCEPTIONS

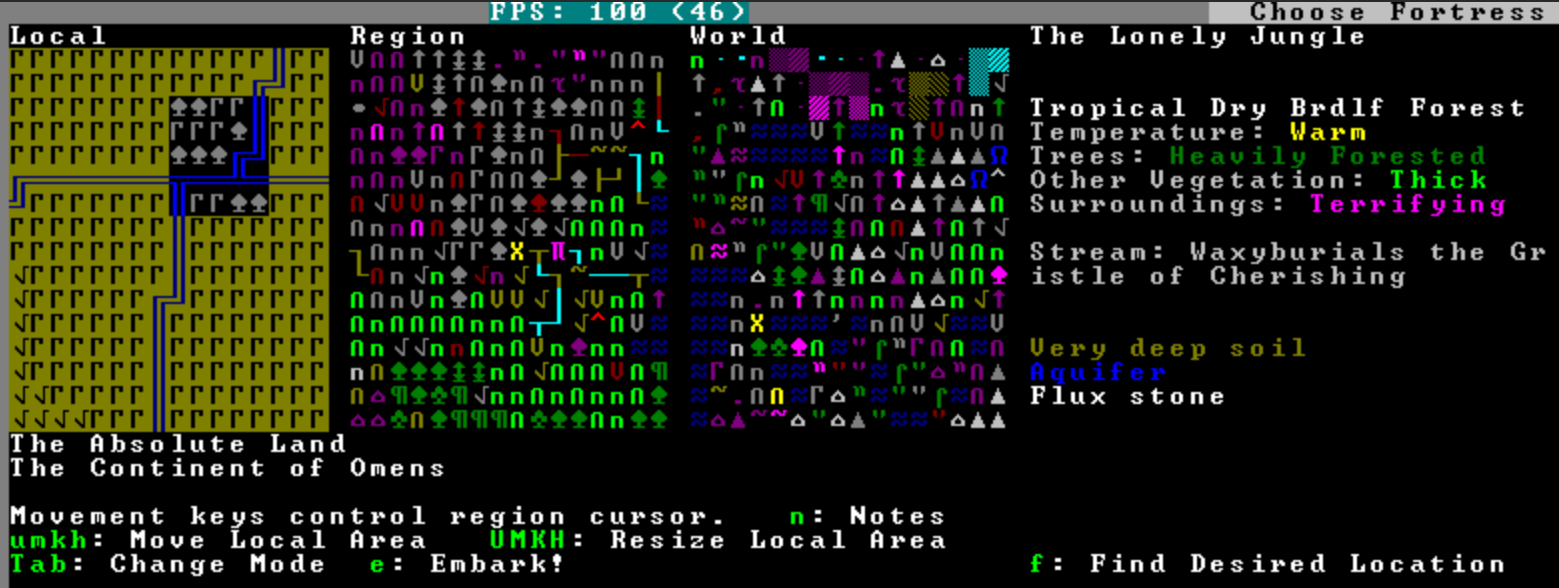
Our civ has no iron and this embark has no metal. If we can get through the aquifer, which has about a million layers, we can learn to work gems as trade goods, because that's all that's down there (well, aside from microcline and something that's the same color as microcline IF YOU KNOW WHAT I MEAN). I am expecting to rely on marksdwarves (bone bolts) and/or traps, but we need stone for that. As you can see from the region map we do have some lovely neighbors a couple of tiles away.

The embark is a 5x5 living terrifying tropical jungle. There's lovely mostly flat terrain with multiple intersecting streams and a one-z-level waterfall. There are phantom spiders, elephants, hippos, carp, all the good stuff, and on a prior scouting embark of the biome I saw my first ever foul blendecs. Shame you can't make soap out of them :(

My game is slightly modded: races are untouched but there are custom plants and some animals including a megabeast. I will introduce those if and when they pop up. I've taken the [GOOD] and [EVIL] tags off sunberries and sliver barbs because they don't spawn in .25 otherwise. Female dwarves have beards. Titans attack at 50 pop.

I would describe my DF skill level as poor to average.

Feel free to claim a dorf. Let's show those sneering snobs back at the mountainhomes what soapmakers can do.



NEW PLANTS (not an exhaustive list)
[Spoiler](#) (click to show/hide)

SLIME MOLD
A green sticky mass often found growing on the floors of subterranean caverns. It is a versatile foodstuff which can be eaten raw or cooked, pounded into dwarven sweet paste, or brewed into dwarven vodka. However, it cannot be cultivated but must be gathered wild.

JABBERMOSS
A bright pink mat fungus with beak-like fruiting bodies, named for its fanciful resemblance to an underground animal. It can be eaten raw or cooked although the taste is not particularly desirable in either instance; its principal use is to be milled for a fuchsia dye.

RUSSET COMBCAP
A tall, stringy fungus with bright red fibrous stalks. In some climates it provides an alternative to the staple pig tail for cloth, although it cannot be brewed. It can however be milled to a powder known as russet spice.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 21, 2011, 12:11:59 pm**

GODS OF THE SPATTERED LANTERN

ID
Id was most often depicted as a female dwarf and was associated with metals.

DATAN GOSMERIB, "Datan the Umbral Gorge"
Datan was most often depicted as a male giant rat and was associated with caverns and mountains.

KOVEST BER OSRAM, "Kovest the Earth of Fortunes"
Kovest was most often depicted as a female dwarf and was associated with wealth and jewels.

BER DATAN ASEN, "Ber the Irons of Gravel"
Ber was most often depicted as a female dwarf and was associated with minerals.

SASTRES ZIKELCUDIST AVUM IMKETH, "Sastres Fiercescald the Culmination of Justices"
Sastres was most often depicted as a male dwarf and was associated with victory, war and fortresses.

ANAM ULOLMELBIL, "Anam Lasttomes"
Anam was most often depicted as a female dwarf and was associated with longevity.

LIST OF NAMED DWARVES AS OF 27th GALENA, 207

- 'Ahra' Fikodezar Etomakur Thilség
- 'Al' Okirlitast
- 'Amante' Idmesir Īdath Inash
- 'Andal' Ilralām
- 'billybobfred' Dodókgusil
- 'cahocachi' Kekimrith
- 'Cole Morningdew' Kolīngiz
- 'G' Guzustuth
- 'Goat' Kilrudedan
- 'ImBocaire' Īluniden
- 'JacenHanLovesLegos' Nēlasinod
- 'Jax' Otsussazir
- 'Jogorhan' Kivishrifot
- 'Katana' Bāsenbesmar Tholtigbukith Zeber
- 'Keltik' Egenkol
- 'Killabyte' Nazushfath
- 'Lafiel' Lolorrovod Gusgashullung Fastam
- 'Mayerm' Kūbukkilrud
- 'mideg' Gemsitvabōk Dōbarker Zoluth
- 'Nevyn' Alāthilir Olumner Shorast
- 'Pregarrett' Thizatīs
- 'rridgway' Dīshmabamkin
- 'Shane Sabreking' Erushenseb
- 'somebody' Gídhurtekkud Gesulzunek Solon
- 'Tannen' Likotuvel
- 'Taup Caudata' Edēmshigós
- 'trigg' Unāllolok
- 'Ubendastot GrandGoldenWorm' Lolorgomath
- 'Velg' Litastmuzish Tholkuroł Nosīm
- 'Vudnis' Unāldastot Tumamdasēl Stistmig
- 'Yem' Títthaluzol
- 'Zephyr' Madushkūbuk

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 21, 2011, 12:34:45 pm**

At first sight, it was everything the cartographer's guild had promised. Lush verdant jungles surrounded us on all sides, laced with streams of pure clear water. Silky spiderwebs glittered in the dewy light. I wondered why the elves hadn't claimed this exceptionally rich territory. No matter; we'd have plenty of use for all these lovely trees.

There were animals that I'd never seen before. Huge, fat, meaty-looking creatures with friendly faces. I couldn't stop looking at them as we forded the rivers and mentally tallying up the amount of tallow they might yield.

FPS: 100 <44>

Hippo

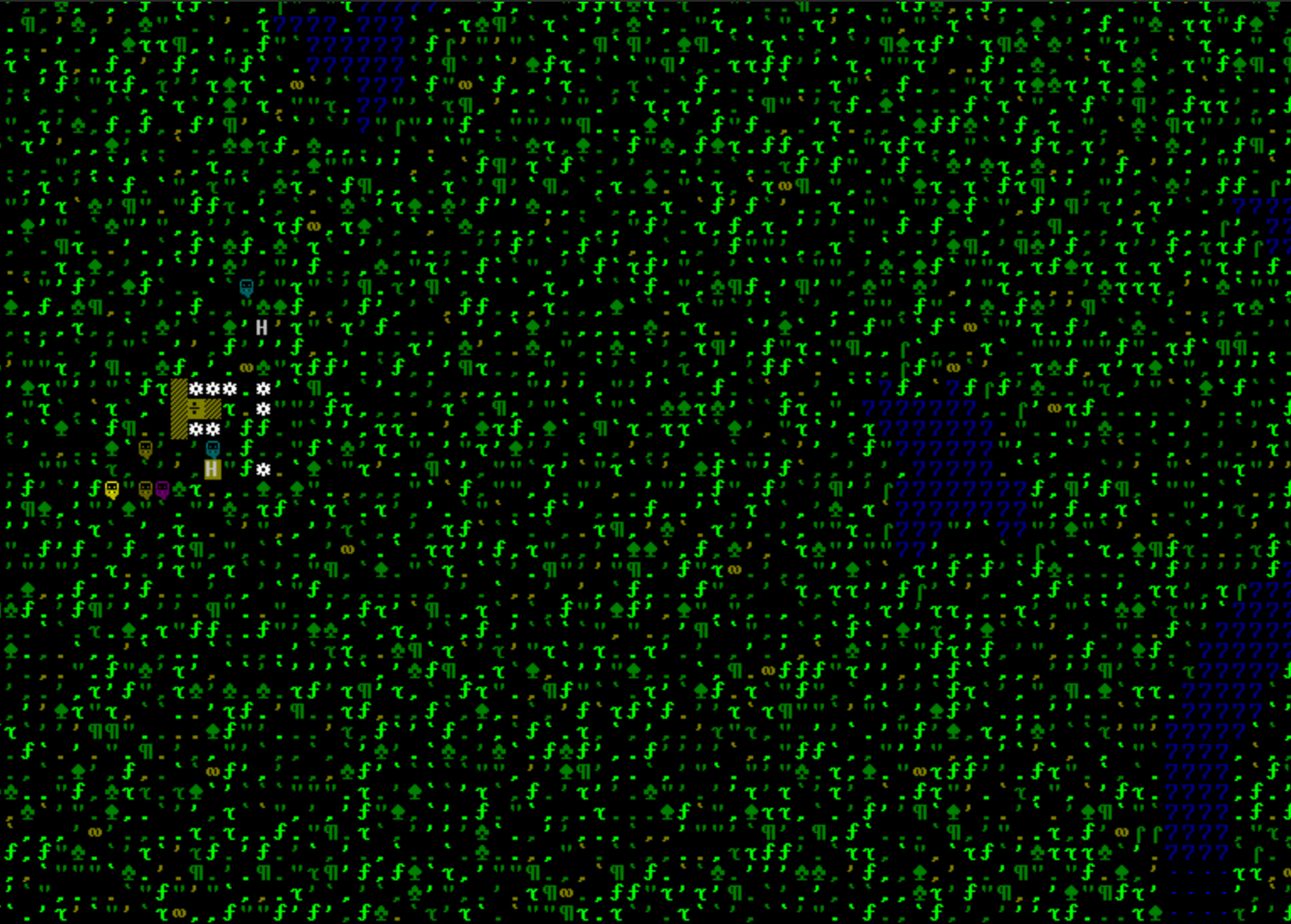
A huge, round, hairless river creature. It is a plant-eating animal but has long tusks and can be aggressive and deadly if disturbed.

She is very muscular and just gigantic overall. Her skin is gray. Her eyes are brown.

They looked too docile to be much of a threat.

Yes... this was going to be paradise. Of course there was the little matter of that tower we'd passed a few days ago, but surely that wouldn't be a problem. They wouldn't object to a group of soapmakers setting up here would they? Maybe we could even sell them soap...

We stopped the wagon by general agreement at a nice looking spot between three of the streams.



At that point, something a bit strange happened.

67

A section of the cavern has collapsed!

A deep, distant tremble shook the ground for a moment, as if something had caved in, far beneath our feet. As if something far below sensed our arrival, and stirred...

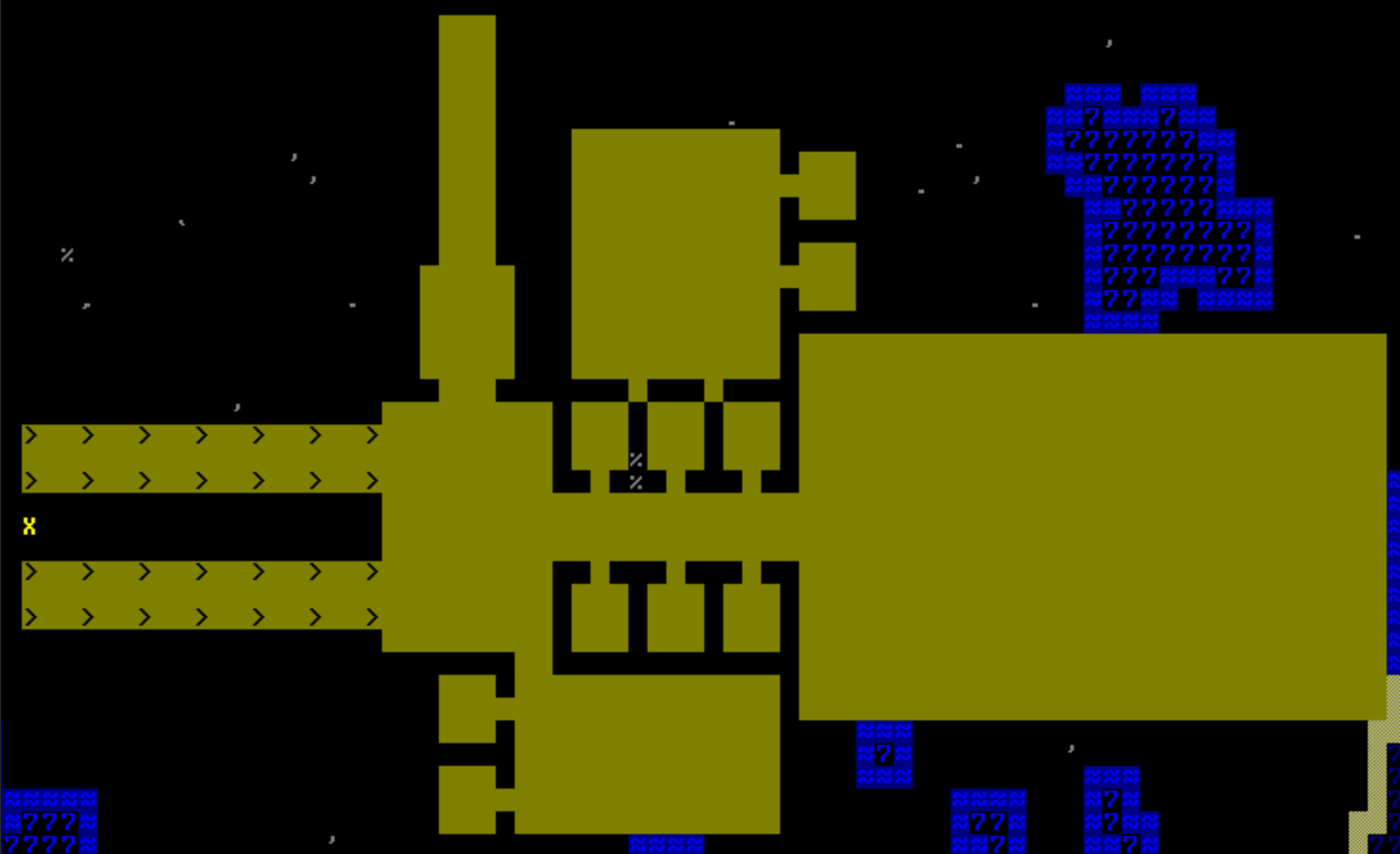
...I'm sure it was nothing.

Spoiler (click to show/hide)

Hippo	Wild Animal
Hippo	Wild Animal
Hippo	Wild Animal
Hippo	Wild Animal
Hippo	Wild Animal
Platypus	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Zombie Amphibian Man	Deceased

...so yeah, I think we've got an Underground Structure here too... I did not know this before I embarked 😊

I had had plenty of time on the long journey here to think about how this should be done. I motioned the doctor over and held out the tablet I'd been chipping at.



"What do you think?"

"What is it?" he said, coolly.

"It's... well, it's the plans. For our new home."

The doctor sniffed, and tilted the tablet towards the sun. "It looks like a big bug," he said.

"It does not! Anyway, it's only temporary. The real fortress will come later. Look, this is everything we need--bedrooms, space for workshops, wood to make lye..."

"Who's going to dig it out?"

"What?" I said.

"Who's going to dig it out? None of us are miners, Zephyr. Unless you know something about mining?"

For a moment I couldn't think of anything to say. I had been convinced I'd covered everything--how could I have forgotten something so fundamental? "There's... I bought picks," I said feebly.

The doctor sighed and put the tablet down carefully. He pulled a battered copper pick out of the back of the wagon and walked off towards the proposed dig site. I hurriedly grabbed the other pick and followed him. It couldn't be that hard to dig, after all.

"What do you want us to do?" one of the other dwarves said, as I passed by.

"Get rid of those horses, we don't need them any more. Start cutting trees down. Get one of those olivine blocks out and build a wood furnace." My mood lightened at the thought. "Let's make some soap!"

8th Slate

We'd dug out the first part of my design, leaving the second set of bedrooms and the big soapmaking area for later, when we had more time. Oh it was hard work, I never imagined it was such hard work. My delicate soapmaking hands were raw and blistered from handling the old copper pick. At least there was a kind of pride in it, even if it wasn't civilized work--I felt like a real dwarf, digging out my home with my own hands. And no matter how hard I had to work here, it was better than being back at the mountainhome trying to dodge wooden spears while some giggling halfwit yanked a lever...

"What in the name of Datan--bless his divine twitchy nose--are those things?" the doctor said.

We'd come up for air and a bite to eat. I hadn't seen much of the local wildlife recently, and I squinted to make out what had caught the doctor's eye. There were three of them, dirty yellow colored creatures moving purposefully in single file. "They're walking on two legs. Are they dwarves?"

"I don't think they're dwarves," the doctor said. "They look like goats if anything. If goats walked on two legs."

"Satyrs?" I said doubtfully, remembering childhood stories. Satyrs were good creatures, but mischievous...

FPS: 100 <48>

Foul Blendec

A man-shaped creature with the legs of a goat and the empty-eyed skull of a goat. He is average in size. His hair is amber. His skin is amber.

In another moment the creatures noticed our camp. They changed direction at once and charged, screaming and capering like demented beasts.

"Not satyrs, Zephyr," the doctor said.

"Indeed."

"Should we run?"

"I... think it might be an idea."

But at that moment, Endok the marksdwarf, who had been using our single copper axe to cut trees, came wandering back towards us. The path he was following placed him directly in their sights. The approaching monsters spotted him at once and changed direction to focus on the nearer target, their howls rising to a fever pitch of hungry rage.

Endok Likotsacat, Marksdwarf cancels Fell Tree: Interrupted by Foul Blendec.

"What in the name of Armok?" the marksdwarf said, turning to look.

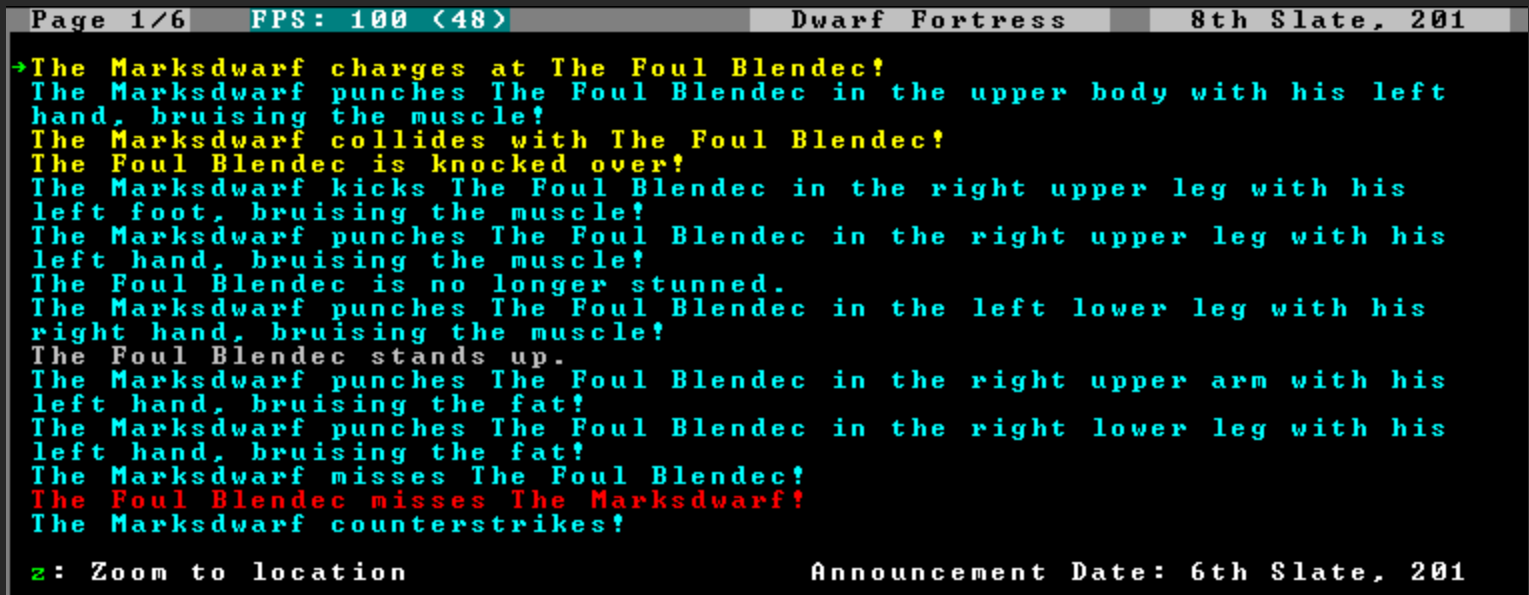
"Endok!" I shouted. Here was salvation--he'd done some military service! "Look out! Enemies! Use your axe!"

"I'm a bloody marksdwarf, I don't know how to use an axe!"

"Just pretend they're trees!"

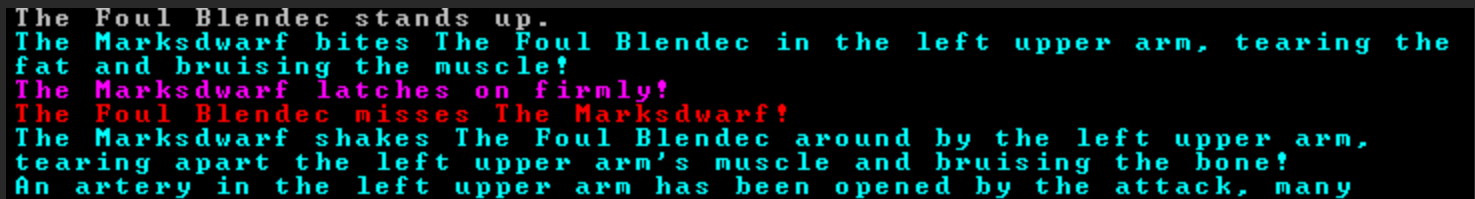
Endok shot me one swift disgusted look, then threw the old axe dramatically to the ground. He clenched his bare fists and squared up to the charging fiend, weaponless.

"Oh, gods," I said.



"Zephyr!" the doctor said, shaking me back to full consciousness. "Zephyr, he's winning!"

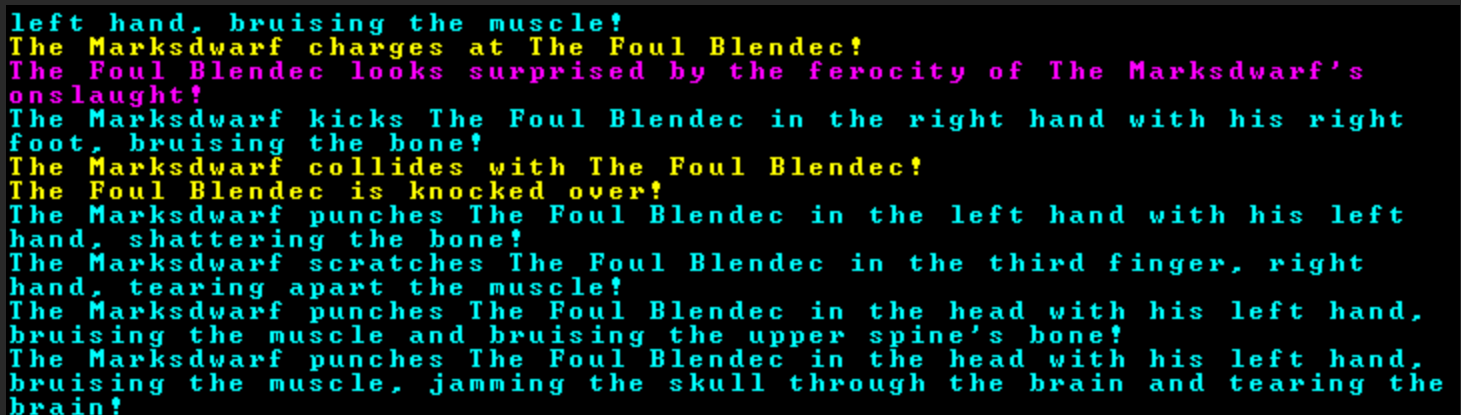
It was three on one, but Endok was angry enough for all three of them. One of them gored his hand with its horns, tearing his glove and the skin beneath. This made Endok even angrier.



A monster staggered away, screaming shrilly, jetting gouts of blood from its ruined arm.

"I didn't see that," I said. "Endok did not do that. I refuse to believe that just happened."

The other marksdwarf came running up. He too refused the axe and charged the monsters with his bare fists. They fled, disliking the newly evened odds. The marksdwarves sprinted after them in opposite directions, too furious to heed any calls. One blendec tried to double back and actually vaulted over the fortress entrance, running right past the doctor and I. Endok caught up with it on the other side.



I heard the sickening crunch as his fist--his bare fist!--smashed its skull. He raced back to us, snatched up the discarded axe and was off again even before the body had stopped twitching, chasing after the third blendec, the one he'd bitten

In a few more moments, a distant howl of agony told us that Muthkat, the other marksdwarf, had cornered his prey at the edge of our territory.



The remaining blendec doubled back towards us, staggering and screaming. Endok came thundering up behind it.

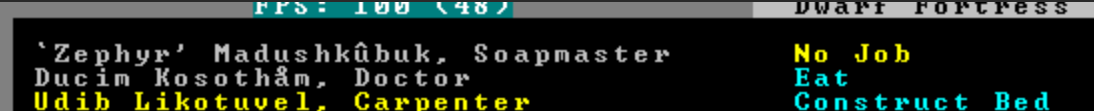


He caught up with it right in front of us and started hacking at the dying thing. It gave one last piercing scream and went limp.

The Marksdwarf attacks The Foul Blendec but He jumps away!
The Marksdwarf hacks The Foul Blendec in the left upper leg with his
(copper battle axe), tearing apart the muscle!
An artery has been opened by the attack and a motor nerve has been
severed!
The Foul Blendec falls over.

"Bastards," Endok said, shaking his hand to ease the sting. "Axe wasn't bad after all though. Hey, soapmaster, how's about making us some bloody crossbows, eh?"

Udib the carpenter chose this moment to pop his head up in search of more wood. He looked for a long moment at the scene of blood and vomit. "What'd I miss?"



Calmly, the doctor walked over to the food stockpile and selected a snack.

"I want to go home," I said faintly.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 21, 2011, 03:27:54 pm**

:V
it will be a real SOAP OPERA!
MOHAHAH!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **thegoatgod_pan** on **May 22, 2011, 01:06:01 am**

Awesome concept and narrative! Following closely. Is it time to suggest Fight Club themed mega projects yet?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 22, 2011, 02:15:32 am**

Absolutely. Soap related megaprojects and appalling soap related puns are all welcome.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 22, 2011, 03:35:31 am**

27th Slate

We had three corpses of what I was now informed were probably "foul blendecs". I wasn't sure what a blendec was but foul they certainly were. And intelligent after a fashion; Endok insisted he'd heard one of them curse at him in some horrible goblinoid language before it died. We threw the corpses in our new refuse pile to rot. We didn't know what else to do with them. Certainly butchering their corpses would not be right if they were intelligent; we were no elves to cannibalize the dead.

"We need a drawbridge," I said. "Or something to keep those things out,anyway." I couldn't stop thinking of the eyeless skull of the blendec that had run past me with Endok in hot pursuit. The way it had turned that empty face to look at me. They could walk freely right into our camp right now, walk in while we were asleep. Oh gods.

"Well, we'll need stone for that," the doctor said. "Levers and such."

"Do you know how to make those?"

"Damn it, Zephyr, I'm a doctor, not a mechanic."

"I'll dig down and look for stone," I said, getting wearily to my feet. "I guess we'll all have to figure this stuff out together somehow."

I was getting pretty decent with a pick by now. Our dig was on two levels: the top layer had the main fort, with workshops, and below were bedrooms. When I dug down to the next layer, a layer of sand, to my surprise water bubbled in out of nowhere, filling the hole I'd made in seconds. I knew what that meant, every dwarf did. Aquifer. "We're doomed..."

I decided to start digging out the soapmaking area instead--or rather I asked the doctor to do it while I got started tallying up everything we owned. Our supplies that had seemed so generous at first were looking frighteningly spare now that we understood the reality of our situation. I wished we had more axes.

Date unknown:

Summer arrived, in the shape of fierce wet heat that brought with it clouds of horrible biting blood gnats. The spiderwebs strewn everywhere didn't seem to keep those ugly pests down at all.

I walked in to my office to get back to the bookkeeping, and for the third time in a row found someone eating a guilty meal at my table. This time it was Endok. I was a little afraid of Endok after that display with the foul blendecs.

"Look," I said reasonably. "I need somewhere to work. This is the only place I've got."

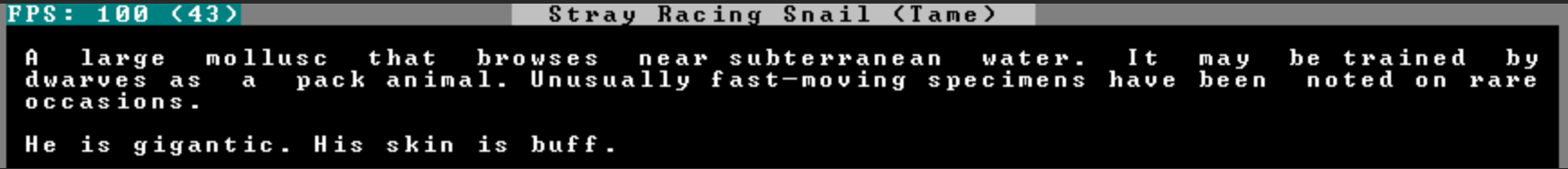
"And you've nicked the only table and chair in the bloody fort for it," the marksdwarf said through a mouthful of horse meat. "Stuff it. I'm not budging."

Perhaps he had a point. If we dug out some more space we could store the food safely underground, instead of leaving it up in the summer heat to spoil. A small dining room wouldn't hurt, either. I backed out of my little office and went back up stairs.

18th Malachite, midsummer

Ugh, more delay. "Migrants? What do you mean, migrants? They can't be migrants. Who'd come HERE?"

There were seven of them. They trailed in miserably with a miscellaneous collection of pets: a goose, a young turkey and a baby guineafowl. And...



Giant pack snail info:
[Spoiler](#) (click to show/hide)

Giant pack snails are a dwarf-only domestic animal, similar in size to donkeys. Butchering them yields a unit of shell along with meat. They are grazers, but fairly undemanding in their requirements. They lay eggs, and great care has to be taken when breeding them so that the female doesn't starve while incubating them. When breeding giant pack snails there is approximately a 1 in 50 chance of getting a racing snail, which is a much more valuable animal. Racing snails, as the name suggests, move very quickly, and can be ridden as exotic mounts with appropriate training.

That was one expensive animal to be wandering around this godsforsaken place. How strange.

"So what's your trade?" I said to the dwarf in the lead.

"I'm a weaver."

"A weaver. Well, we make soap here. This is a Soapmaker's Guild outpost."

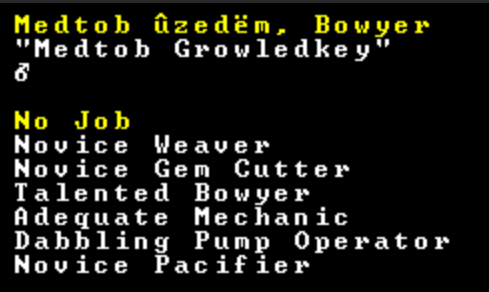
I moved on to speak to the other migrants. There was a glazer, a bowyer, a fish dissector, an unskilled peasant, a shearer and a tanner. Not a single decent soapmaker among them.

"I think you've all made a mistake," I said, highly irritated. "We don't have any use for your skills, and we can't feed you all. You'll just have to leave."

"You're sending us back out there to die?" the peasant said in a horrified tone. The weaver started to cry; the glazer, who appeared to be her husband, put a comforting arm around her.

"Excuse me," said a quiet voice at my elbow. I turned and met the eyes of the bowyer, who'd gone down previously into our fort to look around. "I can't help noticing you've got an aquifer problem."

"Yes, and?"



"I know a bit about engineering."

"Really?" I said. Wheels began to turn over in my mind; I changed my attitude. "Do you know how to get through them?"

The bowyer glanced shrewdly at his companions, then back to me. "We'll make a deal with you," he said. "We pierce the aquifer for you, you take us in."

"Better take them up on it, Zephyr," the doctor said. "Gods know we can't do it by ourselves."

I hesitated, but only for a moment. "All right then. It's a deal. You'll have to pasture your, er, snail up top for now."

The new dwarves, the Second Seven, began to file down the ramp into our fort. I wondered how we were going to stretch our supplies to feed so many newcomers.

"Excuse me," the glazer said.

"*Yes what is it.*"

"My wife." He gestured towards the still teary-eyed dwarf. "She's a weaver."

ezum Uolalkib, Weaver
"èzum Whitenessnets"
♀

No Job
Competent Siege Operator
Competent Trapper
High Master Weaver
Novice Cheese Maker
Competent Wound Dresser
Competent Wax Worker
Novice Student

"Yes, she said she was. So what?"

"Are you aware you've got phantom spiders here?"



"Y-es?" If that's what those weird translucent little creepy things were that left the webs everywhere. I'd slept outside in the grass early on and woken up to find one in my beard. Experiences like that stayed with you.

"Do you know how much phantom spider silk cloth can be worth if handled by a weaver of skill?" the glazer said.

That I didn't know. He told me. I told his wife she was excused from the aquifer deal, and free to take anything we possessed to build her loom.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 22, 2011, 06:18:30 am**

Oh WOW! :D This is classic!

Can I be the unskilled peasant? Name him Yem, if so.
Yem quickly becomes a great fan of soap, and aspires to be accepted into the ranks of the legendary soapmakers.
Or something. :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 22, 2011, 06:19:56 am**

Spoiler (click to show/hide)
I don't even care if nobody's reading this, I'm having too much fun writing it!

16th Galena, late summer

I didn't know what was going on down in the aquifer, but it seemed to involve a lot of splashing, cursing and shouting about "dangerous terrain". The bowyer had only reappeared for a brief time, long enough to ask Udib the carpenter to make a pipe and, bizarrely, an enormous corkscrew. Occasionally dwarves would clamber up the muddy ramp and squelch over to the booze stockpile, dripping wet from head to toe. I decided to just stay well away from the whole thing.



Oh what a lovely sight. Buckets and buckets of lye! And the dining room was taking shape too, though it was lacking a little something in the chair department.

I couldn't wait any longer.

'Zephyr' Madushkûbuk, Soapmaster Make soap from tallow/R

Ah, it was so good to get back to the trade I knew, the trade I loved. The honor of making Soaplanterns' first bar of soap would be mine!



...Hm. Well, it wasn't as nice as I'd hoped, but that was a solid five dwarfbucks worth of profit right there. I'd do better when we had

better materials to work with.

In the meantime, the migrants who weren't currently engaged with the aquifer project could build some sort of wooden stockade around our entrance, so that the snail would have at least a degree of protection if those things came back... or something worse. I was no longer convinced that the Lonely Jungle was the unspoiled paradise the Cartographer's Guild had claimed it to be.

20th Limestone, early autumn

"Migrants," said the doctor.

"You're joking."

"Nope."

"How many?"

"Six."

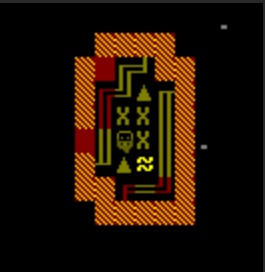
"SIX! We've got no food left," I said. "None! Are any of them at least soapmakers?"

"No, Zephyr. There's a woodcutter, though. And they've brought some animals with them."

"Pets?"

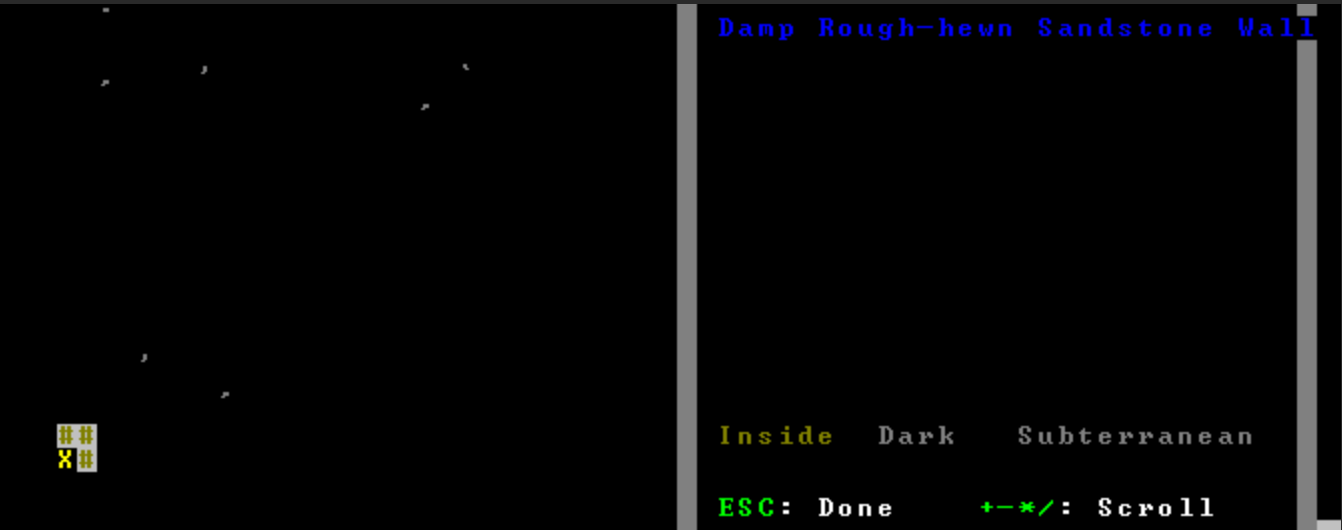
"Just livestock. There's a yak calf, a reindeer calf..."

"At least we can eat those then," I said. It might be enough. There were plump helmets in our farm plot but they weren't coming up very fast. If we butchered the animals straight away... that meant more tallow, actually, and thus more soap. I brightened up. "All right, let them in. They can at least help out with the aquifer thing. Send them down to talk to Koganomrist or whatever that bowyer's name is. And let's go dig out some more bedrooms."



The migrants were through the first layer of aquifer. I didn't understand exactly what they'd done, it was apparently something to do with quantum menaces (?) but there was a very damp yet undeniably non-leaky stairwell, and a dry sand floor. They'd found a layer of clay loam under that, dry!

But underneath THAT...



"A second aquifer? Two different aquifers? That's... that's not fair."

"Life's not fair," Medtob the bowyer said with a shrug. "We can keep going. We'll get through it eventually."

There was a sudden commotion.



Endok dropped the log he had been hauling and bolted for the refuse pile, a mad strange look in his eye. He snatched up a pile of bones, barged into one of the craftsdwarf workshops, threw an armful of bone bolts out through the doorway, and started to shout.

"Gems! I must have cut gems!"

"He's gone fey," I muttered. "Oh, that's all we needed." Endok berserk was not something I wanted to think about. "Cut gems? Medtob, how close are you to piercing that aquifer?"

"Armok knows. Probably nowhere near. No idea how many more layers to this new one."

"We're doomed."

"Zephyr!" Udib the carpenter shouted from somewhere above. "Someone's coming!"

The outpost liaison led Likotaval from Isakudil has arrived. A caravan from Isakudil has arrived.

"We're not doomed!" Please let them have a cut gem... and please let it be affordable.

At least my forethought meant we had something to trade.

"By Datan's divine twitchy nose, you're still here!" The liaison sounded flabbergasted. "We expected--"

"What?" I said.

"Er... well... anyone dead? Horribly injured?"

"No. We're all fine. Muthkat the marksdwarf's got a bit of a scar though. I'm sure he'll show it to you if you ask. Some sort of evil goat-thing gored him in the back earlier. He was quite annoyed about his cloak."

"Remarkable." He started to chip swiftly and precisely at a small stone tablet. "Absolutely remarkable. Well, in that case... have you got anything to offer us in trade?"

"We have some lovely soap," I said proudly.

horse soap [19]
reindeer soap [7]
yak soap [3]

He gave me a long look. "Anything *better* than soap?"

I counted carefully to ten, and reminded myself we needed to be nice to these dwarves. Endok needed a cut gem, or he'd probably kill us all. "How about... you set your things out, we'll bring our things out, and then we'll talk. We've built a trade depot."

"What do you want for next year? Assuming there's a next year, of course."

"There'll be a next year. Lye. You can bring us lots of lye. That's always useful."

"Don't you want... you know, weapons? Metal bars? Things like that?"

"I suppose so," I said. "Yes, why not? Steel bars."

The liaison finished whatever he was writing, sighed, then put the tablet away. "Can I give you some advice?" he said. "Get some sort of militia together. And do it quickly. We've seen signs of hostile movement on this trade route, and you're right in the way if they do decide to come through."

FPS: 100 <46>

Civilizations

Straboosnun, "The Oceanic Ghoul", Goblin
Isakudil, "The Spattered Lantern", Dwarven

P

At the trade depot

"What's this?"

"It's a clear tourmaline."

"Does that mean a cut gem?"

"What are you, an elf?"

"Look, I'll buy it. How much do you want for it?"

"How much you got?"

"Erm... how about sixteen bars?"

"Of what, copper? Nickel?"

"No, soap."

"SOAP? Are you serious? Gods, you're serious. How do you even have sixteen bars of soap? That's more than most forts bother to make in a lifetime."

"Yes or no? Throw in that rock crystal and I'll take it up to twenty bars."

"Oh, gods. All right. Fine. Gems are yours, enjoy."

They seemed annoyed as they began to pack up their wares, muttering something about "all this way for bloody soap". I picked up the clear tourmaline and looked it over curiously. A moment later Endok snatched out out of my hands.



We were safe from his insane wrath, for now.

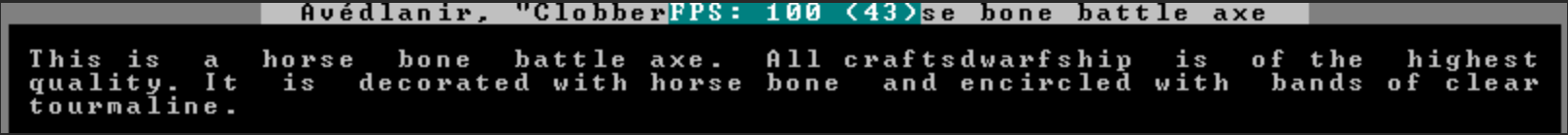
We had six dwarves, altogether, with some degree of military ability. Endok and Muthkat were professional marksdwarves, of course, but they needed quivers before they could be of any use. Ushrir Tobulurust, the tanner from the first migrant group, was an experienced macedwarf. Of the second group, Bomrek Rifotasmel, a planter by profession, had adequate ability with a spear. Momuz the woodcutter and Tobul the beekeeper both had a degree of training as axedwarves, and Momuz had brought her own axe along. We had two axes, five decent yak bone bows made by Muthkat-the-bowyer, and two copper picks.

It wasn't as bad as it looked, actually. I'd had the forethought to bring four pieces of tetrahedrite along with our embark supplies. They'd been sitting in a corner of the dining room for ages. If we smelted one of those now, that shearer with a bit of weaponsmith experience could make a copper mace for Ushrir. Udib could make wooden shields, we had unlimited wood.

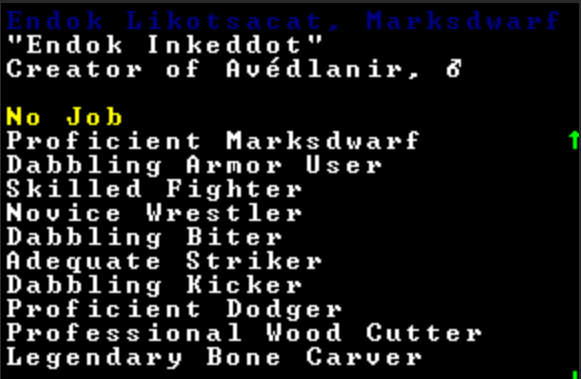
In the midst of that thought, I was interrupted by Endok, screaming, thrusting an axe into my face.



Once I'd been brought back round again, and understood he wasn't actually a berserk lunatic (or more so than usual at least), I realized it was the axe he'd been shouting about. He'd made it.



"Not bad eh, Zeph? I call it Clobberedsly, after those sly bastards I clobbered in spring. If they come back again they can try it out at the pointy end! I tell you what, I feel like I've learned so much about bones now. I bet I could make some brilliant bone bolts."



The liaison, who had been loitering nearby, whistled through his teeth when he saw what all the fuss was about. "Not bad. That axe has got to be worth at least seventeen thousand dwarfbucks. Doubled your fortress wealth in one blow there. Lovely work with our clear tourmaline. I'll make sure to tell the mountainhomes how well you're doing so that they can send more dwarves your way in spring. Do watch out for those goblins, by the way--they won't be able to leave you alone when they get wind of this."

"Oh, gods," I said.

Yoink: Welcome to Soaplanterns! Just so you know, the peasant is female, married and has just become a pump operator through working on the aquifer. If you still want her I will certainly name her Yem and take her on as a soapmaker's apprentice :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 22, 2011, 06:43:51 am**

This epic tale is epic.
If you ever get a Skilled Swordsman in the next wave, send him my way.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 22, 2011, 08:49:49 am**

Well, our Yem's not quite some sort of heroic soap-flinging warrior, but I look foward to seeing what terrible fate befalls the dear old thing!
:P
I'm definitely keeping an eye on this story. The Soapmaster is just awesome!
If we manage to survive for long, a great hall(made of soap) dedicated to the worship of soap could be in order. :)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 22, 2011, 10:10:12 am**

I called a general panic meeting in the dining room.

"All right, let's assume there are goblins. I'm asking all of you: How big a fight can we put up?"

"Not much of one," marksdwarf-Muthkat said. "If we give our two copper axes to Tobul and Momuz, that's two dwarves armed. But ONLY armed. They'll have no armor, no protection of any kind except for their clothing, and that doesn't do much against a blade. Same with Ushrir and Bomrek, if we make them a spear and a mace. I don't think we can weather an ambush with what we've got, not unless the goblins are worse off than we are. And they won't be. We didn't come here expecting a fight."

"So what can we do? Make traps? --But we've got no *stone*."

"We have stone, Zephyr," Medtob said.

"We DO?"

He hefted a dull brown chunk into view, and tumbled it down onto the highwood table with a heavy clunk. The table creaked. "Two good solid pieces of sandstone. Just fished 'em out of the aquifer ten minutes ago. That means we can craft two mechanisms. THAT means two cage traps if you can throw me together a couple of wooden cages. They won't be brilliant traps, but they'll work on goblins. Goblins are stupid."

"Cage traps," I said, slowly. "Can... can you get more stone?"

"Depends how fast we can break this layer of the aquifer, but yeah, should get a good dozen pieces altogether, I reckon. We're not through the aquifer, just so you're clear on that. This is the stuff we're clearing out of the way while we pump."

"I don't care, if it's stone it's good enough for me. All right, cage traps it is! And we'll put some more walls up outside our palisade to try and funnel our visitors over the traps. We've got two olivine blocks left--use one to build a smelter and smelt a piece of tetrahedrite. The other one can go for a forge." Thank the gods I'd thought to bring the olivine blocks when we embarked. I'd intended for them to go into wood furnaces and asheries for the soapmaking industry. "And--Udib? Wooden shields and a weapon rack please. Let's get these brave dwarves equipped."

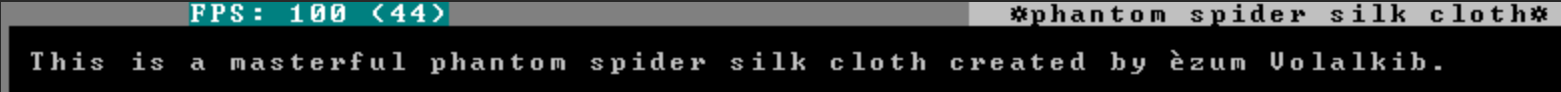
"Um," said a voice. It was the weaver, Ezum Volalkib. "I've got an idea too. The merchants are still willing to trade, right?"

"Yes," I said, eyeing her.

"Why don't we buy some of their leather, then? We could make leather armor and quivers and all the stuff we need."

"Leather's expensive. We can't spare the soap."

"We could sell this," she said, holding up something that shimmered.



I'd completely forgotten about the loom. I'd seen her many times working away at it or wandering back and forth with handfuls of sticky web, but I hadn't even thought about it until now.

"Zephyr!" the liaison said in delight, clapping me on the shoulder. "Now *there's* the good stuff! You've been holding out on us, you sly old draft-dodger!" He turned to the suddenly attentive merchants, grinning. "Didn't I tell you it would be worth the trip?" Back to us again. "Come on, how much of it have you got squirreled away? Give you ninety-five dwarfbucks for that piece, right here and now. Yes? Deal?"

The merchants, suddenly much friendlier, willingly exchanged both of their bins of leather for six pieces of the silk cloth. I immediately ordered a leather works put up and four good sets of leather armor made, along with a pair of quivers for the marksdwarves. Ezum's loom might just have saved Soaplanterns.

As the meeting broke up, I was stopped in my tracks by another dwarf, one of those who'd come in the first migrant group. As with all the migrants, her clothes were damp and caked in mud; she'd been down below, working at the pumps.

"Can I help you?" I said.

"Erm... yes, actually. I'd like to help out, if I can. You see, I heard about the guild, and that's why I came here. I want to learn to make soap."

My interest rose. "Do you now? What's your name?"

"Yem, Soapmaster."

[Spoiler](#) (click to show/hide)

'Yem' Titthaluzol has been quite content lately. She slept in a good bedroom recently. She dined in a great dining room recently. She has complained of thirst lately. She slept in the mud recently. She has been annoyed by flies. She has been satisfied at work lately. She has complained of the lack of a well lately.

She is married to Zulban Pagedgrove. She is a worshipper of Anam Lasttomes and a dubious worshipper of Sastres Fiercescald the Culmination of Justices.

She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs.

She is seventy-eight years old, born on the 14th of Moonstone in the year 122.

She is average in size. Her sideburns are clean-shaven. Her very long moustache is arranged in double braids. Her very long beard is neatly combed. Her very long hair is tied in a pony tail. Her teeth are tangled. She has a jutting chin. Her nose bridge is slightly convex. Her ears are slightly flattened. Her skin is sepia. Her eyes are ochre.

She is quite durable and slow to tire.

'Yem' Titthaluzol likes puddingstone, iron, green zircon, purring maggot leather, water buffalo horn, the color moss green, mittens, millstones and ducks for their quacks. When possible, she prefers to consume goblin punch. She absolutely detests fire snakes.

She has a great ability to focus and a natural ability with music, but she has a meager kinesthetic sense, little willpower, poor analytical abilities, little linguistic ability and very little patience.

She is self-conscious. She occasionally overindulges. She doesn't handle stress well. She is not a risk-taker. She is uncomfortable with change. She is slow to trust others. She does not go out of her way to help others. She doesn't like to compromise with others. She is disorganized. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

"Excellent. Well, Yem, soap you shall make."

As long as we aren't all murdered in our beds before Moonstone, I thought as I hurried away.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 22, 2011, 10:48:51 am**

"It is my reponsibility to inform you," the liaison said, "that the mountainhome is prepared to pay double price for battle axes next year."

"That's great!" I said enthusiastically. "Except *we don't have anything to make axes with.*"

"Your man over there made one out of horse bone just a few days ago."

"I'm pretty sure that was a one-off. And I'm very sure that if I tried to sell it to you he'd gut me. Anyway, bowyer-Muthkat's cutting trees with it."

"Pity. Oh well. We're also looking for crowns, ammuniton, leather waterskins and legwear of any kind."

"Not soap?"

"Not soap, Mr Madushkubuk."

These people had no class.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **maggmaholic** on **May 22, 2011, 01:17:00 pm**

we have a legendary bone carver.
that means,we can make bone gauntlets and such.
armor problem SOLVEED :3

not to mention bone bolts and crossbows.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 22, 2011, 02:04:56 pm**

[maggmaholic: Need bones first. I've just taken steps to deal with that though :)]

28th Opal, midwinter

Ye gods, was that the time? It'd be spring before we blinked twice, at this rate.

Soaplanterns had four soldiers now.

ùshrir Tobulurist, Irregular
"ùshrir Canyondaggers"

horse leather armor, Upper body
-mahogany shield-, Left hand
-copper mace-, Right hand
+cave fish leather high boot+, Right foot
cave fish leather high boot, Left foot
sheep leather hood, Head

They looked a *little* bit like soldiers, anyway. They had equipment, sort of. They were calling themselves the Crystalline Oceans, in honor of the apparently infinite number of aquifer levels we were solidly failing to pierce through. I dug them out a little room by the entrance ramp so they could train.

The aquifer operation continued, slowly. Several more pieces of sandstone had come up out of there, and been turned into mechanisms. The only thing I didn't like was that our soap stocks were so low. There were only ten bars left, and I'd given the best of it to the merchants. We had no domestic animals except the racing snail, and it seemed a terrible shame to butcher such a lovely creature.

"Ushrir," I said, "do you think you could kill something now, you four?"

"Like what?" she said, suspiciously.

"Like, one of those big gray things over there maybe? They look like they've got plenty of fat on."

"You want us four to kill an elephant."

"Yes."

"Four of us, in tatty leather armor, with copper weapons. Against an *elephant*."

"Is there a problem?"

She looked at me for a long cold moment. "If any of us survive this, Madushkubuk, I want someone to write to my mother in Tinmines and tell her I'm sorry, I made a horrible mistake." Then she turned on her heel and walked out.

After a little while, there was a distant scream of agony.

```
>The Irregular kicks The Elephant in the lower body with her left foot,
bruising the muscle and bruising the guts!
The Irregular bashes The Elephant in the upper body with her -copper
mace-, bruising the muscle and fracturing the middle spine's bone!
The Elephant gives in to pain.
The Elephant falls over.
The Irregular bashes The Elephant in the head with her -copper mace-,
bruising the muscle and tearing the upper spine's nervous tissue!
```

I shrugged and went back down to my office.

```
Page 15/15 FPS: 99 <47> 2nd Obsidian
bruising the muscle, shattering the skull!
The Irregular hacks The Elephant in the head with her <copper battle
axe>, tearing apart the muscle!
An artery has been opened by the attack!
The Irregular stabs The Elephant in the head with his -copper spear-,
tearing apart the muscle, shattering the skull!
A tendon in the skull has been torn!
The Irregular bashes The Elephant in the head with her -copper mace-,
bruising the muscle and bruising the upper spine's nervous tissue!
The Irregular hacks The Elephant in the head with her <copper battle
axe>, tearing apart the muscle!
An artery has been opened by the attack!
The Irregular stabs The Elephant in the head with his -copper spear-,
tearing apart the muscle and tearing apart the upper spine's nervous
tissue!
>The Irregular bashes The Elephant in the head with her -copper mace-,
bruising the muscle, shattering the skull and denting the brain!
```

A very long time later, I came back up again to get a drink. There was a thing in the butcher's shop. Well, in the general area of the butcher's shop, I assumed. I couldn't actually see the workshop under the huge blood-soaked leathery pile.

"It's your elephant, Zephyr," Ushrir said. She looked very tired.

"*That's* an elephant? They--they looked smaller from a distance."

The macedwarf sighed.

At that moment, we were both roughly pushed aside by another dwarf--Cilob the bone carver, an old friend of mine from the Guild. She crossed the refuse pile with quick purposeful steps and went into the same crafts dwarf workshop that had been claimed by Endok earlier. I exchanged glances with Ushrir, and went forward to investigate. The bone carver sat quietly drawing: pictures of bones, and gems.

"Gems again," I said. "We've got a gem. That rock crystal I bought. It's just lying there. Why doesn't she take it?"

"It's already cut. She wants a rough one, I suppose," Ushrir said.

"Then... she's a dead dwarf, unless we can get through the rest of the aquifer and dig for it. Nobody trades rough gems." I closed my eyes. "They've taken a year to get through three layers so far..."

FPS: 100 <45> Relationships of the Soapmaster 'Zephyr' Madushkûbuk	
Kovest Ber Osram	Deity
Ber Datan Asën	Deity
Ducim Kosothâm, Doctor	Friend
Cilob Isethlôr, Bone Carver	Friend
Kulet Dorenêrith, Farmer	Friend
Udib Likotuvel, Carpenter	Friend
Endok Likotsacat, Marks dwarf	Long-term Acquaintance
Mûthkat Alekgeshud, Marks dwarf	Long-term Acquaintance
Bëmbul Egathdeler, Butcher	Passing Acquaintance
Momuz Akruivolal, Irregular	Passing Acquaintance
Dodók Thocitreg, Presser	Passing Acquaintance

I'd liked Cilob.

[Spoiler](#) (click to show/hide)
End of year one! Thanks for reading. New content coming soon!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 22, 2011, 02:10:49 pm**

Quote
"Gems again," I said. "We've got a gem. That rock crystal I bought. It's just lying there. Why doesn't she take it?"
"It's already cut. She wants a rough one, I suppose," Ushrir said.

HURRY!
[Spoiler](#) (click to show/hide)
USE DFLIQUIDS AND SUMMON MAGMA,MINE TROUGH THE STONE,AND GET THE FRINNEN GEM!
no.that is not fun.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 22, 2011, 07:49:41 pm**

When my guy comes can I suggest something...

"Why didn't ya just Cork it up???

I mean how many layers are between the water and the surface? We could just dig a large area of the Aquifier out, dig the same around an area, attach it to this here flooring, make a pillar and put something heavy on it. Attach the Pillar to a lever so when we pull it we can knock it away letting the heavy thing connect with the floor there which drops the Plug, then ya can mine into the Aquifier level through this new dirt as long as ya don't go near its watery walls, then do it all again just smaller for the next level???"

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 01:33:54 am**

I didn't do the cavein method personally because I wanted to try out QuantumMenace's method (also soapmakers don't know how to do that sort of thing :)). The aquifer looks to be nine or ten levels deep so far. I'm impressed at how well it's working, but yeah, it's slow...

Just had the first big spring wave. No swordsdwarves yet I'm afraid, but there's a proficient macedwarf (f) and proficient speardwarf (f) if either of those interest you. Or I could see about training up a swordsdwarf. He'll have to have a wooden sword for now though!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 23, 2011, 02:05:52 am**

What else ya got???

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 02:52:07 am**

Three with various unarmed combat skills

Expert mason (m) (competent armor user/fighter/dodger, adequate biter, novice kicker)
High master leatherworker (f) (adept armor/fighter/kicker/dodger, adequate military tactics)
Wax worker (m) (competent fighter/observer/armor/dodger/wrestler)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 23, 2011, 03:03:26 am**

Quote from: zephyr_hound on May 23, 2011, 02:52:07 am

Three with various unarmed combat skills

Expert mason (m) (competent armor user/fighter/dodger, adequate biter, novice kicker)
High master leatherworker (f) (adept armor/fighter/kicker/dodger, adequate military tactics)
Wax worker (m) (competent fighter/observer/armor/dodger/wrestler)

I'll take the Mason then.
He can get to work on making sure of the Stone Walls after they break through. He is a Defense expert...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 03:12:06 am**

You got it

Spoiler (click to show/hide)

FPS: 100 <47> 'Neyvn' Alâthilir, "'Neyvn' Boltedjoy", Defense Expert

'Neyvn' Alâthilir has been quite content lately. He admired a fine Furnace lately. He is a dubious worshipper of Id and a worshipper of Kovest the Earth of Fortunes. He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He is seventy-three years old, born on the 8th of Obsidian in the year 129. He is skinny. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His long hair is braided. He has a jutting chin. His nose bridge is slightly convex. His ochre eyes are slightly close-set. His ears are slightly flattened. His skin is pale brown. He is quick to heal, but he is quite susceptible to disease. 'Neyvn' Alâthilir likes petrified wood, steel, emerald, spotted ratfish bone, giant pack snail shell, the color russet, shields, querns, ducks for their quacks and fire imps for their terrifying features. When possible, he prefers to consume herring, dwarven beer and rock worm essence. He absolutely detests large roaches. He has a natural inclination toward language and a good spatial sense, but he has poor focus, little patience and very bad analytical abilities. He is concerned about rejection and ridicule. He is rarely happy or enthusiastic. He is bored by reality and has a wonderful imagination. He does not have a great aesthetic sensitivity. He has a great awareness of his own emotions. He likes to try new things. He admires tradition. He is candid and sincere in dealings with others. He is self-disciplined. He laughs in a distinct fashion when he's exasperated. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I'll make sure he gets his chance to shine :) I definitely want to replace our wooden walls with stone when we can anyway. Think of all that potential lye tied up in our architecture!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 23, 2011, 03:20:05 am**

Indeed, also, His laughter in a distinct way. He sounds like a Demonic creature when he laughs, real evil sounding. But he ain't evil...

In truth he is everything like me but skinny... Bastardo...
I have some nice designs for bedrooms too if ya want to see them...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 03:35:21 am**

25th Granite, Spring 202

Medtob did everything he could to speed up the piercing of the aquifer, even trying a new draining method, but there was no way we were going to make it in time. Even if we had managed to pierce it, the chance of finding a gem cluster wasn't great.



I'd previously had a good strong door put on the workshop and locked tight. Somehow I'd known this would happen.

I went down to my office so I wouldn't have to watch them put her down like a mad dog.



Which, of course, didn't stop her dodging straight past the soldiers and running screaming through the whole fort before being cornered right above my stair by Ushrir and Bembul. Her blood spilled down into my office and all over my only table.

Afterwards, it seemed as if I was the only one who even cared that Cilob was dead. Ushrir just complimented me on the quality of my soap as she walked cheerfully by.

```
FPS: 100 (48) ùshrìr Tobulurist, "ùshrìr Canyondaggers", Irregular

ùshrìr Tobulurist has been happy lately. She took joy in slaughter
lately. She has witnessed death. She dined in a great dining room recently.
She slept in a good bedroom recently. She had a wonderful soapy bath recently.
She admired a fine Table lately. She has been annoyed by flies. She has been
tired of drinking the same old booze lately.
She is a worshipper of Sastres Piercescald the Culmination of Justices
and a worshipper of Kovest the Earth of Fortunes.
She is a citizen of The Spattered Lantern. She is a member of The Fence
of Limbs. She is the militia captain of The Fence of Limbs.
She is fifty-two years old, born on the 11th of Felsite in the year 149.
She is strapped with massive amounts of muscle and lard. Her very long
sideburns are neatly combed. Her very long moustache is arranged in double
braids. Her long beard is neatly combed. Her medium-length hair is neatly
combed. Her slightly close-set ochre eyes are very round. Her eyebrows are
low. Her nose bridge is slightly convex. Her ears are slightly flattened. Her
hair is dark chestnut. Her skin is peach.
She is mighty, slow to tire and agile, but she is very slow to heal.
ùshrìr Tobulurist likes realgar, tin, prase opal, black-cap wood, the
color ecru, boxes and bags, shadow creatures for their macabre ways and sticky
fruits for their stickiness. When possible, she prefers to consume whitetip
reef shark, mead and field mushroom spores. She absolutely detests rats.
She has a great musical sense, great intuition, a good spatial sense and
the ability to focus, but she has a little difficulty with words, a meager
ability with social relationships, a very bad sense of empathy and a poor
kinesthetic sense.
She almost never feels discouraged. She occasionally overindulges. She
doesn't handle stress well. She is not a risk-taker. She is often cheerful.
She is easily moved to pity. She thinks through every alternative and its
consequences before acting. She needs alcohol to get through the working day.
She is a hardened individual.

A short, sturdy creature fond of drink and industry.
```

The-- what?

She had a wonderful soapy bath recently.

--MY SOAP! THIS IS AN OUTRAGE!

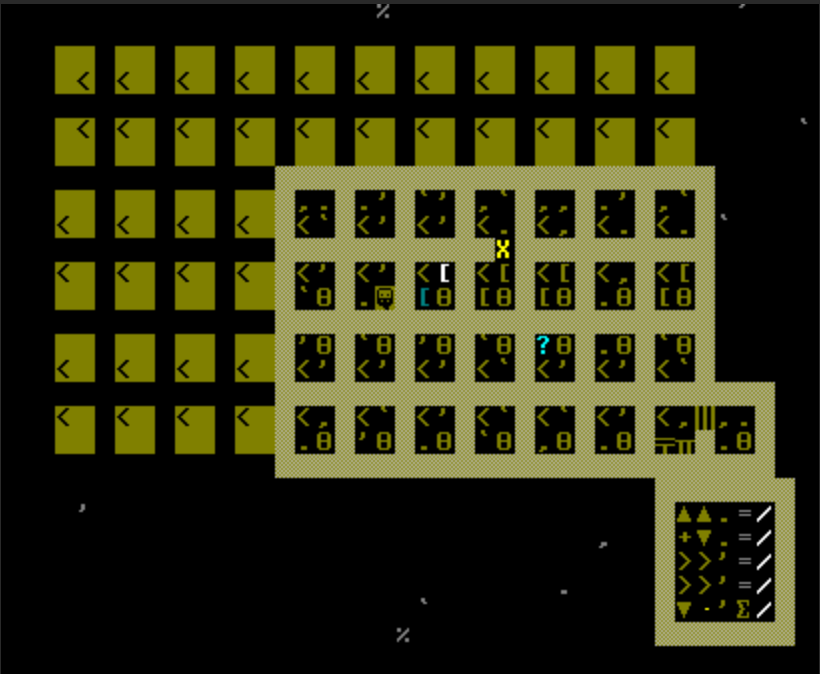
Spring 202, date unknown

It wasn't right for a dwarf to rest in a wooden casket, but that was what Cilob had to have; we couldn't spare the stone for a proper coffin. Maybe later she could be put to rest more appropriately.

Most of the wood being cut was going towards the aquifer project, but I put in an order anyway for more lye. There was tallow lying around unsoaped, and it bothered me.

The liaison's promised horde of migrants turned up promptly on the 27th Slate. What with Cilob and the aquifer to deal with over the winter, I hadn't even given thought to housing more dwarves. There were twenty of them including two children, more than doubling our population. Not one dwarf was a soapmaker. What were they THINKING back at the mountainhomes?

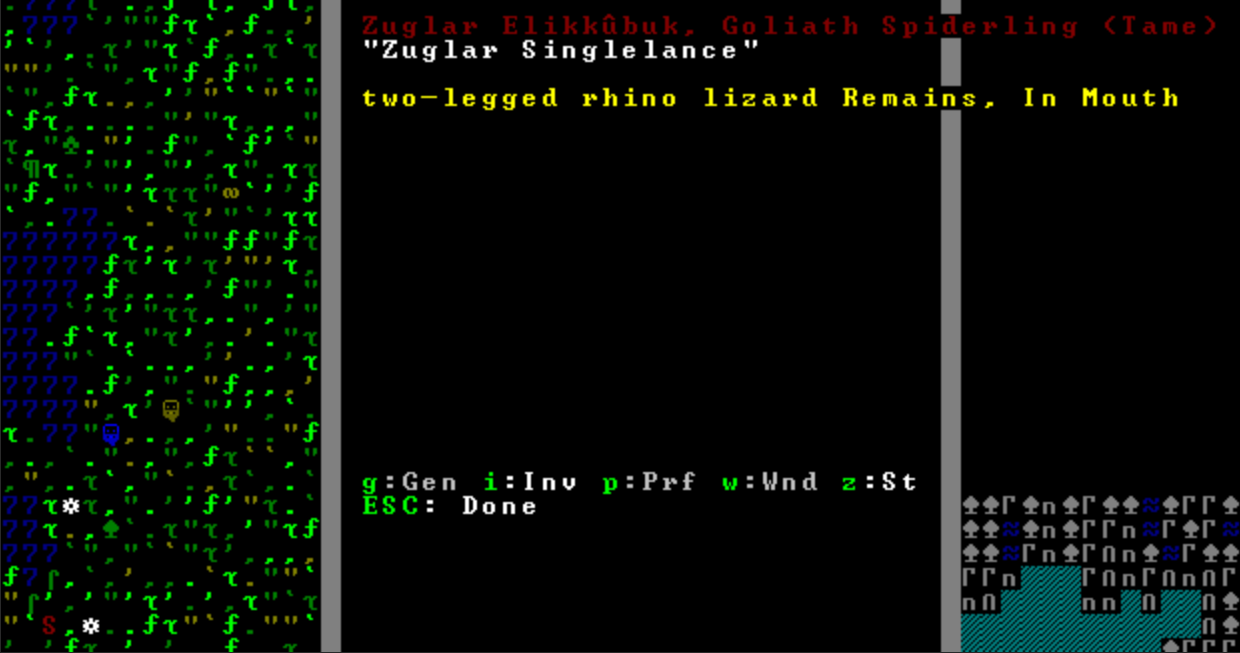
I scribbled out some hasty plans for more temporary bedrooms.



That decided, I came upstairs and found Ezum the weaver shouting at a confused group of four.

"You can't bring that here! You can't! It'll kill the phantom spiders!"

"What's the matter?" I said. Then I noticed the two small children, and the animal that was following behind them.



Goliath Tarantula

Spoiler (click to show/hide)

FPS: 100 <48>

Zuglar Elikkûbuk

A subterranean arachnid domesticated by dwarves. It hunts for vermin.

She is gigantic with incredible muscles. Her chitin is brown. Her eyes are black.

Dwarves find the cave-dwelling goliath tarantulas adorable in the same way as humans with cats. These dog-sized arachnids are generally docile but will spit web if threatened, like their massive cousins the giant cave spiders. Unlike giant cave spiders, the goliath tarantula's venom is not considered to be deadly; however it does cause temporary localised numbness, and about one time in ten, subsequent horrific rotting and necrosis of the afflicted body part. Do not annoy goliath tarantulas.

"Look, it's already got a lizard! I know what they're like! They just kill and kill and they never stop! We have to get rid of it!"

"You're not slaughtering my son's pet," the father, a burly tanner said angrily.

"All right," I said, "everyone calm down. Ezum, if the tarantula is confined to the underground, will that satisfy you? The phantom spiders only make webs on the surface."

"Yes, I suppose," she said after a long moment. "But how are you going to do that?"

"Tell everyone to keep the tarantula in the food stockpile and dining area. With any luck it'll content itself chasing lizards in there." Privately I wasn't convinced it would work, but I wasn't about to order a child's pet killed in front of him. I resolved that if Ezum noticed the phantom spider population dropping, we would take more drastic measures.

As I'd suspected would be the case, the young spiders were not terribly pleased at being confined to one area of the fort. Every few minutes a dwarf would have to stop whatever he or she was doing to go and catch one of them as it tried to skitter past, intent on investigating the much more interesting surface world. At least their presence at Soaplanterns would put an end to the horrible things that kept gnawing at our barrels.



14th Felsite

I was digging out bedrooms when I heard the commotion. An elven trade caravan had been sighted making their way towards us through the jungle. I hurriedly laid down the pick and did my best to brush the dirt and mud off myself. It was probably futile by this point.

There were just two of them, and both were thin and weary-looking. They looked shocked as they led their horses down the ramp to our trade depot. "What are you people doing here?"

"We live here," I said, determined to defend our little corner now we had it.

"Live here! Are you mad? Don't you KNOW about the Lonely Jungle?"

"What do you mean?"

The elf shuddered and cringed, her eyes jittering wildly from side to side. "The land is cursed! It's an evil, terrifying place! Nobody in their right minds would settle here!"

"We wouldn't have ever ventured in here," the other elf said, "except our caravan was attacked by goblins and we had to flee into the Lonely Jungle. We're the only ones left..."

A lot of things suddenly made a lot more sense. I'd kill Cog Risenbasen if I ever saw him again.

The elves were willing to trade, eager to do anything that would lighten their load and give them more chance to escape the Lonely Jungle. Unfortunately, I hadn't had time to make more soap. We'd have to rely on Ezum's silk again as it was the only trade good Soaplanterns could spare.

"What on earth is that?"

FPS: 100 <45>

Gigantic Panda <Tame>

A giant bear-like creature found in the wildest parts of the world. It has striking black and white fur.

She isn't very muscular but has a gigantic build. Her hair around the eyes is black. Her ears are black. Her legs are black. Her upper body is black. Her other hair is white. Her skin is pink. Her eyes are brown.

"Would you like to buy her?" one of the elves said hopefully. She went into a spiel describing the virtues of the creatures, how ferocious they could be if trained for defense, how loyal to their trainers. Regrefully, I declined. The price the elf named we could never have met, not with all our trade goods put together. I supposed we could seize it, the two of them didn't look like they could put up much of a fight against all of us, but then again we'd have to feed the panda, and such a huge animal would doubtless eat huge amounts of food. No, let it continue to be their problem.

They had two small bags of sunberries. I'd only had Sunshine once before in my life. I didn't hesitate about buying the berries, even though they were three times the price of all the other plants. They would be worth it. The elves threw in six chunks of clay, I suspected more to reduce the weight than as any sort of generous gesture. I took them up on it anyway; someone would surely know of something

we could do with them.

Now then, there was something else I had to deal with. Something much more important.

'Zephyr' Madushkûbuk, Soapmaster

'Yem' Titthaluzol, Pump Operator

Make soap from tallow/R

Make soap from tallow/R

"...and that's how it's done." She was going to make a good soaper, I could already tell.

FPS: 100 <48>

elephant soap

Weight: 1f

Basic Value: 25*

...Hey, these elephant things made really lovely soap! I'd have to get Ushrir to kill another one...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Yoink** on **May 23, 2011, 04:27:14 am**

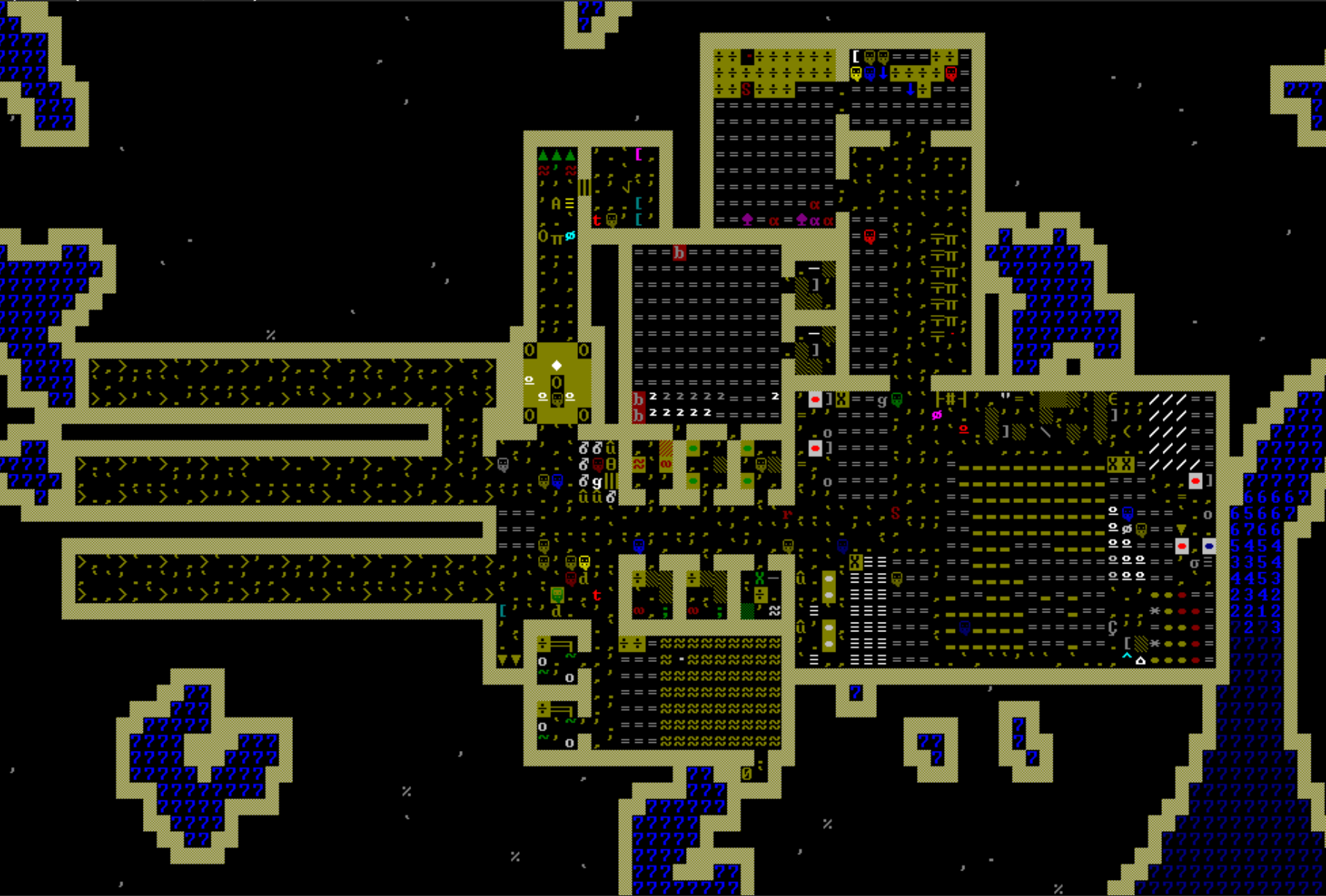
Heh! Forget ivory, these guys kill elephants for their FAT! :P
I like this fort. Could we maybe get some sort of map of the place?
I liked the shocking moment where SOAP was used for WASHING! *shudder* And... What is goblin punch?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **zephyr_hound** on **May 23, 2011, 04:43:08 am**

Goblin punch is brewed from a deep plant known as a devil cap. We won't encounter it unless we find them growing wild in our caverns.

Images of the fort (large)
[Spoiler](#) (click to show/hide)



Bedrooms to the left, everything else to the right. Hopefully when we're through the aquifer this can all be just dug out and turned into underground pasture/tree farm, but for now it's the only place we've got to live 😊



Not much to see aboveground, just a small wooden palisade with a few cage traps and a door. We have two giant pack snails, two piglets, a sheep and a llama up here.



Rescaled image of the entire embark with our tiny little palisade in the center. Water is the one thing we have to excess. Drowning traps anyone??



"...Oh, no."

We peered through the door of the craftsdwarf workshop. The little boy was drawing, just as Cilob had done. Drawing pictures of skeletons, stacked clock, a quarry. Bones, cloth and... stone?

"We can do this," I said. "We actually can! Kill the stray yak calf and that cow, we can't feed them anyway. That should start him off."

The child grabbed the bones as soon as the animals had been slaughtered. He went back to the workshop and sat down quietly, waiting for us to guess what else he needed, waiting for us to solve his riddle. A crowd of dwarves gathered.

"Cloth," Ezum the weaver said. "Why doesn't he take some silk?"

"Perhaps he wants plant cloth..." someone else said.

I thought about that for a moment. "Ezum, take another piece of silk and see if the elves will exchange it for some of their rope reed stuff."

She did. They would. The child wasn't interested.

"Silk, plant cloth... what else could he possibly want?" Damn it, I didn't want to lose another dwarf this way! This was so stupid!

"There's yarn," said one of the farmers. "What about wool?"

"Wool? We haven't got any wool."

"We've got a sheep and a llama..."

"Does anyone in this fortress," I said, "know how to shear a llama?"

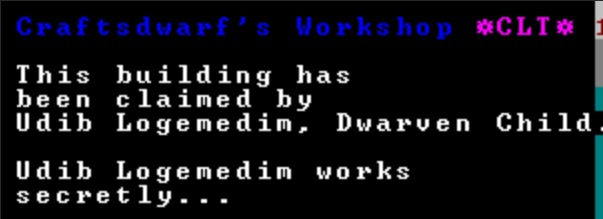
Nervously and proudly, a dwarf stood up. "Zulban Morulmunest, Soapmaster. I'm a shearer."

"Right. What do you need?"

"Just somewhere I can tie the animal, Soapmaster. Farmer's workshop would be ideal."

"Build one in the corridor," I said.

The llama was shorn, the thread was spun. The cloth was offered. Immediately the child rushed out of his workshop and grabbed it. He went straight back out again and took a piece of sandstone.



"He's doing it," someone said in a hushed voice.



"He made a what?"

"A sword, Zephyr."

"Well, that's--that's *great*!"

"Yeah, but... the elves. They took one look at it and took off out of here like all the demons of the Underworld were chasing them..."

ingizbēFPS: 100 (41)hz, "Ceilingbastion the Satin of Sorcery", a yak bone

This is a yak bone short sword. All crafts dwarfship is of the highest quality. It is encrusted with sandstone and encircled with bands of llama wool. This object menaces with spikes of yak bone. On the item is an image of Uithba Whispersdawns the foul blendec in cow bone. Uithba Whispersdawns is laboring. The artwork relates to the settling of the foul blendec Uithba Whispersdawns in The Lonely Jungle in 14.

I couldn't believe it. A sword made of bone. Another weapon, when we were in such desperate need of them. For the second time, we'd got exactly what we needed, when we needed it, as if it were a gift from the gods who smiled on us. And yet...

The name the little boy had given it: the Satin of Sorcery. The image he'd put on it: another of those vile goat-things. A foul blendec carved in bone, laboring tirelessly at some unnameable task. What dark sorcerous secret did those goat-things guard?

Was there something here in the Lonely Jungle that we didn't know about?

Something... beneath?

Despite the humid summer heat, a chill crept down my spine.

[Spoiler](#) (click to show/hide)
I'm not savescumming, we're just getting this lucky with moods. The kid liked short swords. Makes me wonder what Cilob would've made...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 05:23:48 am**

Quote from: Neyvn on May 23, 2011, 03:03:26 am

Quote from: zephyr_hound on May 23, 2011, 02:52:07 am

Three with various unarmed combat skills

Expert mason (m) (competent armor user/fighter/dodger, adequate biter, novice kicker)
High master leatherworker (f) (adept armor/fighter/kicker/dodger, adequate military tactics)
Wax worker (m) (competent fighter/observer/armor/dodger/wrestler)

I'll take the Mason then.
He can get to work on making sure of the Stone Walls after they break through. He is a Defense expert...

now now,if you could have waited,you would be using an artifact bone sword :3
....
Can I take a swordsdwarf?
a male one? He wont have to be a proffesional or sth.
and,and can you say how much is the sword worth?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 23, 2011, 05:25:11 am**

Who said the Mason couldn't be a Swordsman...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 05:28:53 am**

:C
ok,i will use a mace then :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 05:46:32 am**

Now now, kids, don't fight, we do have two artifact weapons after all.

EDIT: and the sword isn't worth much, only 6480 because of the materials used, but it's still pretty damn badass.

EDIT 2: I'm giving it to Nevyn because he wanted a swordsdwarf first. Nevyn, unless you say otherwise, your mason dwarf will go into the military as an Irregular, equipped with the Satin of Sorcery :) magmaholic I do have a male migrant with proficient macedwarf skill, he's an animal trainer by profession. Yes, no?

EDIT 3: Holy crap, migrant woodcutters just added two bronze axes to our arsenal. I can now add two more axedwarves to the military if anyone wants one!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 07:32:04 am**

Summer (date unknown)

Another group of migrants arrived: twelve of them, bringing our total population to 50. One was a decent marksdwarf, and I told her to go and get herself a quiver and crossbow and then go and talk to Endok. The rest could just try to be useful in some way. They added several more animals to the collection including a breeding pair of alpacas.

We were now eight levels down and the aquifer was still going. On the plus side, we now had over twenty units of sandstone available. I decided to start using it instead of wood to wall off the aquifer; we could save our wood for more important things that way. Like, you know, soap.

Suddenly, there was a twanging noise from up top, and then a shout of alarm. "Snatcher! Protect the children!"

Olngö Ukgeoxo, Goblin Master Thief Caged Prisoner

A goblin snarled at us and shook the bars of the cage that had sprung up around him. Medtob's traps worked better than expected.

FPS: 100 (48)

Olngö Ukgeoxo

A medium-sized humanoid driven to cruelty by its evil nature.
He is muscular. His hair is extremely long. His nose bridge is convex. He has an angular chin. He has a clear voice. His ears are broad. His hair is amethyst. His skin is jade. His eyes are red.

It was the first time I'd ever seen one in the flesh. He was an ill-made sort of creature.

"Say," Ushrir said from behind me, avariciously, "that's a nice knife he's got."

FPS: 100 <46><<large iron dagger>>

Weight: 1lbBasic Value: 100*

"It sure is," I said. "Shall we take it off him?"

The goblin cursed and spat at us through the bars. It missed.

"Why not? And let's take his clothes as well." If I wasn't entirely mistaken, that was a giant cave spider silk cloak--that must have cost a bit.

Ubenudil was shortly richer by one iron dagger, various clothes and a rather nice bag.

FPS: 100 <47><<*vulture leather bag*>>

This is a superior quality vulture leather bag. It is encrusted with rhyolite. This object is adorned with hanging rings of shale and hematite. On the item is a image of a ash in one-humped camel bone.

We threw the now naked thief outside our walls to make his way wherever he could. The dwarves jeered after him as he jogged sullenly away. "Hey, greenie! Tell your buddies not to mess with us!" He was unlikely to last long in the Lonely Jungle without his gear anyway.

Moments later...

twangSNAP

"Zephyr! We got another one!"

"Great. Strip him as well then."

twangSNAP

"Zephyr!"

"Yeah yeah, I know, just let me move this ca-"

"Zephyr! There's a bowman! LOOK OUT!"

Page 1/1FPS: 100 <46>Dwarf Fortress23rd Galena, 202

The flying <<silver bolt>> strikes The Soapmaster in the left upper arm, tearing the muscle through the <cave spider silk cloak>!
→The <<silver bolt>> has lodged firmly in the wound!

Nako Stuluamxu, Goblin Spearman	Invader
Osnun Atuêngus, Goblin Spearman	Invader
Nako Aslotngomstu, Goblin Spearman	Invader
Snang Aspuzoke, Goblin Spearman	Invader
ûsbu Utesdusmun, Goblin Crossbowman	Invader

[Spoiler](#) (click to show/hide)

How do the goblins have iron and we don't?? We're doomed... also yay I detected the ambush and ow my arm 😞

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Yoink** on **May 23, 2011, 07:50:33 am**

Oh SOAP! D:
Time for those bone weapons to prove their (un)worth!! >:(Damn those goblins... Guess they're sick of smelling like sewers...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **magmaholic** on **May 23, 2011, 08:41:07 am**

Quote

EDIT 2: I'm giving it to Nevyn because he wanted a swordsdwarf first. Nevyn, unless you say otherwise, your mason dwarf will go into the military as an Irregular, equipped with the Satin of Sorcery magmaholic I do have a male migrant with proficient macedwarf skill, he's an animal trainer by profession. Yes, no?

yes,of course C:
he can stick with his original name,i think

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **zephyr_hound** on **May 23, 2011, 08:49:40 am**

Summer (date unknown)

"Get the Soapmaster inside safely!" Ushrir yelled. "And everyone else too--get below ground now! That's an *order*! I'm taking charge!" Madushkubuk could be a pompous little tit at times but he didn't deserve to die out here in the foul mud of the Lonely Jungle. She turned to face the goblins, grimly gripping the little junk mace she'd been given. It was all she had and she would make it count.

The Irregular kicks The Goblin Spearman in the left lower leg with her right foot, bruising the bone through the <<giant bat leather trousers>>!
The Goblin Spearman attacks The Irregular but She jumps away!
The Goblin Spearman attacks The Irregular but She jumps away!
The Irregular bashes The Goblin Spearman in the right lower leg with her -copper mace-, fracturing the bone through the <<giant bat leather trousers>>!
The Goblin Spearman misses The Irregular!
The Irregular bashes The Goblin Spearman in the right lower leg with her -copper mace-, fracturing the bone through the <<giant bat leather trousers>>!
The Irregular bashes The Goblin Spearman in the right foot with her -copper mace-, fracturing the bone through the <<goliath tarantula silk shoe>>!
The Irregular bashes The Goblin Spearman in the head with her -copper mace-, bruising the muscle, jamming the skull through the brain and tearing the brain!

The first goblin fell easily, his iron cap failing to protect his skull against the ferocity of her blows. She hadn't expected speargoblins to pose a threat to her anyway. It was the bowman she was really worried about. Out of the corner of her eye she saw him deliberately raising his crossbow, slotting a bolt into the firing mechanism.

Distracted, she didn't see the other spearman taking aim at Tobul the axedwarf beside her.

The Goblin Spearman stabs The Irregular in the right upper arm with his <<copper spear>>, fracturing the bone and fracturing the right shoulder's bone through the -giant olm leather armor-!
An artery has been opened by the attack, a motor nerve has been severed and a tendon has been torn!
A ligament in the right shoulder has been torn and a tendon has been torn!

The bowman fired. Ushrir batted the bolt out of the air on pure instinct. "Someone get him!" she bawled. But the spearmen were in the way, forming a living shield to protect their precious archer; they'd have to be taken out first.



Tobul was on the ground, and they were stabbing her. *She's a goner*, Ushrir thought with the cold clarity of battle.

Tobul Thizdoren, Irregular has been struck down.

Four versus four now. Equal odds, if the goblins hadn't been far better armed and armored than the dwarves.

The bowman fired again. Ushrir dodged, Momuz ducked, Nevyn the new recruit dived to one side, and the bolt flew harmlessly past all of them and landed by a murky pool.

It was Momuz's turn next.

The Irregular hacks The Goblin Spearman in the left foot with her <bronze battle axe>, tearing apart the fat through the <<cave spider silk shoe>>!
The Goblin Spearman stabs The Irregular in the left hand with her <<iron spear>>, tearing apart the skin!
The <<iron spear>> has lodged firmly in the wound!
The Irregular strikes at The Goblin Spearman but the shot is blocked!
The Goblin Spearman counterstrikes!
The Goblin Spearman twists the embedded <<iron spear>> around in The Irregular's left hand!
The Goblin Spearman strikes at The Irregular but the shot is blocked!
The Irregular strikes at The Goblin Spearman but the shot is parried!
The Goblin Spearman counterstrikes!
The Goblin Spearman strikes at The Irregular but the shot is parried!
The Goblin Spearman stabs The Irregular in the left upper arm with her <<iron spear>>, fracturing the bone through the reindeer leather armor!
Many nerves have been severed and a tendon has been torn!
The Irregular loses hold of the <bronze battle axe>.
The Goblin Spearman punches The Irregular in the right foot with her right hand, bruising the muscle through the +pig leather high boot+!
The Irregular blocks The flying <<silver bolt>>!

We're dropping like flies, Ushrir thought. Curse this wretched place!

The Goblin Spearman blocks The flying <-horse bone bolt->!
The Goblin Spearman blocks The flying <-horse bone bolt->!
The flying <-horse bone bolt-> strikes The Goblin Spearman in the right lower arm, tearing the muscle through the <<cave spider silk cloak>>!
The <-horse bone bolt-> has lodged firmly in the wound!

Suddenly, something buzzed past her. The goblin who had been creeping up behind her screamed in agony and fell back.



"Hey, scumbags!" marksdwär-Muthkat yelled jubilantly from atop the palisade. "How do you like our bone carving?"

"Thanks!" Ushrir yelled up to him, then turned back to the crossbowman. "Now..." she snarled.

The bowman had a bolt already loaded in his crossbow; it fired with a twang, but the shot went wide. He lowered the bow and stared at her, eyes wide and horrified. No, not at her--past her. At Nevyn the recruit, who held the artifact bone sword. "Listen," the goblin stammered in broken, guttural Dwarven. "Listen! *Please!* Dwarf musn't--"

But whatever it was she mustn't do, she never found out.

"Bastards," marksdwarf-Muthkat muttered, and took careful aim again.

The flying {horse bone bolt} strikes The Goblin Hammerman in the left ear, tearing the cartilage through the {troll fur cloak}!
The {horse bone bolt} has lodged firmly in the wound!
The flying {horse bone bolt} strikes The Goblin Hammerman in the head, tearing the muscle, fracturing the skull and tearing the brain through the {giant cave spider silk hood}!
A tendon in the skull has been torn!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 23, 2011, 08:54:36 am**

Woot go me!!!
Regardless You need better defenses tomorrow...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 23, 2011, 08:57:50 am**

Ouch! And on top of that, potential infections!
...Mr Madushkubuk will be furious at the blatant misuse of soap!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 09:16:25 am**

At least we now have goblinite.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 10:37:57 am**

1st Limestone

"Isn't it a good thing we've got lots of--"

"Don't, Madushkubuk," Ushrir said. "*Don't* say the 's' word. I'm warning you."

"But--"

"I will strike you down with my own hands."

The doctor had dug out a small room in the lower silt loam layer, and put three beds there. It was a sad little excuse for a hospital. I didn't bother going down there; not that I didn't trust Ducim, but once I'd gotten over the initial fright, my injury really wasn't that bad. It was almost healed already, in fact.

FPS: 100 (46) Zephyr Madushkûbuk, "Zephyr Pearlance", Soapmaster

‘Zephyr’ Madushkûbuk has been ecstatic lately. He received water recently. He slept in a good bedroom recently. He had a wonderful soapy bath recently. He admired a fine Furnace lately. He slept uneasily due to noise lately. He talked with a friend lately. He made a friend recently. He was comforted by a lovely waterfall lately. He admired own fine Bed lately. He has been satisfied at work lately. He was able to rest and recuperate lately.
He is a casual worshipper of Kovest the Earth of Fortunes and a worshipper of Ber the Irons of Gravel.
He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He is the expedition leader of The Fence of Limbs. He is the broker of The Fence of Limbs. He is the bookkeeper of The Fence of Limbs. He is the manager of The Fence of Limbs.
He is sixty-seven years old, born on the 24th of Obsidian in the year 134.
His left upper arm is dented.
His ochre eyes are round. He is tall. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His medium-length hair is braided. He has a prominent chin. His nose bridge is slightly convex. His lips are thin. His nose is somewhat short. His ears are slightly flattened. His skin is burnt umber. His left upper arm bears a tiny straight scar.

I got wounded, I thought with something like pride. In battle. Me! I'm a *war hero*.

We had lost two dwarves, and I guessed we could still lose Momuz, but we'd killed five goblins, and we had two more goblin lashers trapped in cages. All their gear was ours now. All right, we probably didn't have anyone who could use a maul or a scourge, but we could sell the stuff in exchange for weapons we *could* use, or even melt it down and make our own. That... really wasn't bad. Hah! Suck on that, liaison! We could *totally* survive here.

More cage traps, more marksdwarves...

"Excuse me, Soapmaster." A voice broke me out of my idle thoughts. "I'd like to volunteer for military service."

"Who are you again?" I said, looking up.

"Zon. Zon Dumatthad."
[Spoiler](#) (click to show/hide)

FPS: 100 (47)atthad, "Zon Roughnesscrowd", Animal Trainer

Zon Dumatthad has been happy lately. He slept in a good bedroom recently. He dined in a great dining room recently. He has been satisfied at work lately. He admired own fine Bed lately.
He is an ardent worshipper of Ber the Irons of Gravel and a dubious worshipper of Sastres Fiercescald the Culmination of Justices.
He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs.
He is seventy-nine years old, born on the 24th of Sandstone in the year 122.
His eyes are ochre. He is fat. His teeth are tangled. His sideburns are clean-shaven. His very long moustache is neatly combed. His medium-length beard is neatly combed. His long hair is tied in a pony tail. He has high cheekbones. His nose bridge is slightly convex. His somewhat short ears are slightly flattened. His brown skin is slightly wrinkled.
He is slow to tire, but he is weak and very flimsy.
Zon Dumatthad likes sylvite, black bronze, prase, oyster shell, the color pale blue, squares, bolts, rings, goats for their eating habits and giraffes for their long necks. When possible, he prefers to consume hagfish, snowberry brandy and honey bee honey. He absolutely detests rats.
He has a great feel for social relationships, a great sense of empathy, the ability to focus and a good memory, but he has little willpower.
He is assertive. He is a risk-taker and a thrill-seeker. He appreciates art and natural beauty. He often does the first thing that comes to mind. He talks to himself when he’s thinking. He needs alcohol to get through the working day. He is getting used to tragedy.

A short, sturdy creature fond of drink and industry.

Ber the Irons of Gravel is a female dwarf goddess of minerals.

"I'm fairly proficient with a mace myself, and I reckon I could be useful."

"Well, I'm sure Ushrir would be glad to have you in the Crystalline Oceans, but we only have the one mace right now, and she's using it..." I considered the matter. "Tell you what. As far as I know, there are two pieces of tetrahedrite left. I'll authorize one to be smelted and made into another copper mace. When that's done, it's yours."

We needed to get through the rest of that aquifer, I thought as I wandered away. How many more layers could there possibly be?

16th Limestone



"Another one?"

"I'm afraid so, Soapmaster."

"That craftsdwarf workshop is cursed."

"At least she's picking things up."

"Well, let me know if she stops."

20th Limestone

"She's stopped, Soapmaster."

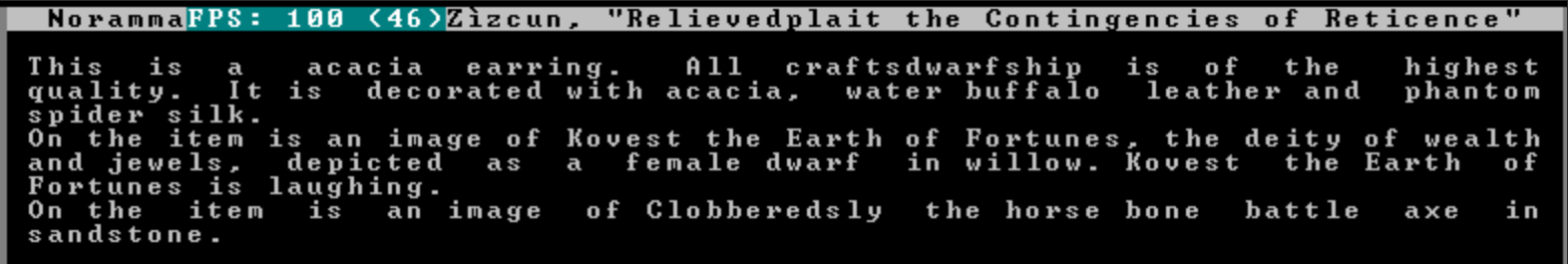
"Oh gods."

"No, I mean she's stopped gathering stuff. She's working on it now."

"Really? Well, that's a mercy." It was nice for something to be easy for once. I didn't know anything about Asteshrithar except that she was a fairly good shot with a crossbow. I wondered what she'd make.

25th Limestone

"But how lovely!" I said.



A work of art like that had to be worth... oh, I'd say 7200 dwarfbucks. And Bembul was now a legendary woodcrafter. Although when I looked at it more carefully I was surprised at the unorthodox choice of imagery. I'd been brought up myself to revere Kovest. Why had Bembul placed Her next to the image of Clobberdsly? Why was the expression on the goddess's face so strange, so cold? Kovest was supposed to be a kindly goddess. Was She laughing in amusement at the silly thing Her children had made, or was it... despair..?

I felt unsettled, when I should have been happy. Another strange mood completed successfully. Now if only we could get through that aquifer! As far as I knew, they were still working on level eight. I decided to go down myself and offer to lend a hand.

...

"By all the merciful gods, *what is this?*"



The whole thing was coated in blood, all the way down!

"I don't know," Medtob said, leaving off working the screw pump. He looked tired and sad. "I don't know where it's coming from. It seems like it's coming in through the water. Every new level we reach, the moment the water starts to flow, the blood is just everywhere. And there's more of it the deeper we get."

"We only ever killed three blendecs," I said, shaken. "And that was over a year ago."

"I know that, Soapmaster. I can't explain it."

Spoiler (click to show/hide)

I think kobolds are extinct again. I'm not too disappointed about that, although the daggers would have been useful. And blood bugs are the best bugs!

EDIT: just got to level nine. I have reason to believe this is the last aquifer layer!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 01:17:48 pm**

Quote from: zephyr_hound on May 23, 2011, 10:37:57 am



demon blendec curse :v?
or the well of darkness?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 01:34:48 pm**

8th Sandstone

Another eight dwarves joined us on today. For once, this lot didn't bring any livestock with them.



Dr Kosotham had treated Momuz, and she was back on her feet and cheerfully cannibalizing the gear of the slaughtered goblins. Somehow she was holding both a shield and an axe in her one working hand. Zon Dumatthel and dyer Logem Rulushsodel, who turned out to be handy with a spear, had brought the Crystalline Oceans back up to five again. Their equipment was still appalling though.

18th Timber

TwangSNAP

The goblins were back.

Endok and Muthkat went up on the walls to watch for more while Medtob reset the trap that had been sprung. We were going to run out of cages at this rate.

"Hey!" Endok yelled a little while later. "Caravan's coming!"

His: 100 <17>		Trade Goods h	
Headwear	<giant cave spider silk righ	Distance: 5	[PENDING]
Handwear	<giant cave spider silk left	Distance: 6	[PENDING]
Footwear	<goliath tarantula silk left	Distance: 14	[PENDING]
Legwear	<rock worm leather left mitt	Distance: 14	[PENDING]
Shields	<cat leather right glove>	Distance: 14	[PENDING]
Cages	<troll fur right glove>	Distance: 14	[PENDING]
Barrels	<goliath tarantula silk righ	Distance: 16	[PENDING]
Buckets	<phantom spider silk left gl	Distance: 16	[PENDING]
Quivers	<pig tail fiber right glove>	Distance: 18	[PENDING]
Bags <Leather>	<phantom spider silk right g	Distance: 19	[PENDING]
Bags <Plant>	<phantom spider silk left gl	Distance: 20	[PENDING]
Bags <Yarn>	<pig tail fiber left glove>	Distance: 21	[PENDING]
Splints	<cat leather left glove>	Distance: 25	[PENDING]
	<phantom spider silk right g	Distance: 30	[PENDING]
	<rock worm leather right mit	Distance: 31	[PENDING]
	<troll fur left glove>	Distance: 31	[PENDING]
	<cave spider silk left glove	Distance: 53	[PENDING]

We didn't lack for trade goods this time, anyway. Some of those goblins had had really nice gear.

The liaison wasn't with the caravan. We spotted him a few moments later, coming from a different direction.

"Why's he running so fast?" the doctor wondered out loud.

At last the liaison got close enough for us to hear what he was shouting. "Ambush! *Ambush!*"

Kumil Zonbecor, outpost liaison	Diplomat
Nil Zasakir, Merchant	Merchant
Inod Rungakkikrost, Merchant	Merchant
Athel Lakishtosid, Merchant	Merchant
Erib ònullar, Hammerdwarf	Merchant
Smunstu Ngomongas, Goblin Crossbowman	Invader
Smunstu Ngosolustu, Goblin Crossbowman	Invader
Nako Zolaken, Goblin Crossbowman	Invader
Ngom Okomgozru, Goblin Crossbowman	Invader
Utes Nēbxuspgas, Goblin Crossbowman	Invader
Olon Rítavuz, Axedwarf	Merchant
Zulban Baluzol, Macedwarf	Merchant
Aspuz ôsmasnodub, Goblin Bowman	Invader

"Oh, *carp*," I said. "Excuse my language."

I had actually prepared for this, sort of. We had five loaded cage traps. We could lock the inner door, and we had a bridge now that could be lowered to cover the entrance to our fort as a last resort. If the first five bowmen would obligingly walk into the cage traps for us, Ushrir and the Crystalline Oceans might be able to ambush the ambushers and kill the last bowman before he could do any damage.

Of course, snatchers spoiled the plan by setting off most of the traps as soon as the order was made to go below. Four bowgoblins remained uncaged.

"How much will you give us for all of this?" I said, hefting a mound of assorted silk and leather goods into the depot. The merchant looked rather taken aback.

I made the selections quickly: a steel spear, we could afford that. A steel breastplate. A bismuth bronze helm, that might help. All the metal bars. "D-don't you want the lye you ordered?" Yes. All of it. Just put it on the floor there.

"Looks like you've got a bit of a goblin problem," the liaison said.

"Yes but I have faith it will be dealt with very shortly who's the best marksdwarf we've got? Endok put this stuff on and get up on the wall. Wait, have you got any bolts? Go get some bolts. Gods why didn't we put an outer door on the cage trap corridor I am so *stupid*."

The flying <<copper bolt>> misses The Marksdwarf!
The flying <<copper bolt>> strikes The Marksdwarf in the left lower leg, tearing the skin through the <russet combcap fiber robe>!
The <<copper bolt>> has lodged firmly in the wound!
The flying <<silver bolt>> misses The Marksdwarf!
The flying <-horse bone bolt-> strikes The Goblin Crossbowman in the throat, tearing it through the <<troll fur cloak>>!
A major artery has been opened by the attack!
The <-horse bone bolt-> has lodged firmly in the wound!
The flying <-horse bone bolt-> strikes The Goblin Crossbowman in the upper body, tearing the muscle and chipping the left false rib through the <<troll fur cloak>>!
A tendon in the left false rib has been torn!
The <-horse bone bolt-> has lodged firmly in the wound!
The Marksdwarf jumps away from The flying <<copper bolt>>!
The Marksdwarf slams into an obstacle!
The Marksdwarf is no longer stunned.
The Marksdwarf stands up.
The flying <-horse bone bolt-> strikes The Goblin Crossbowman in the right upper leg, chipping the bone through the <<troll fur cloak>>!

Predictably, Endok fired one shot, jumped away from a bolt and fell off the wall. On the wrong side. The Crystalline Oceans rushed to his defense.

ingizbërûl Gasis Olthez, bruising the muscle through the <<giant olm leather hood>>!
The Defense Expert slashes The Goblin Crossbowman in the head with his ingizbërûl Gasis Olthez, but the attack is deflected by The Goblin Crossbowman's <<copper cap>>!
The Defense Expert stabs The Goblin Crossbowman in the head with his ingizbërûl Gasis Olthez, but the attack is deflected by The Goblin Crossbowman's <<copper cap>>!
The Defense Expert stabs The Goblin Crossbowman in the head with his ingizbërûl Gasis Olthez, tearing the fat through the <<giant olm leather hood>>!
The Goblin Crossbowman loses hold of the <<giant olm leather hood>>.
The Goblin Crossbowman loses hold of the <<troll fur cap>>.
The Goblin Crossbowman loses hold of the <<copper cap>>.
The Goblin Crossbowman loses hold of the <<iron crossbow>>.
The Irregular hacks The Goblin Crossbowman in the head with her <bronze battle axe> and the severed part sails off in an arc!

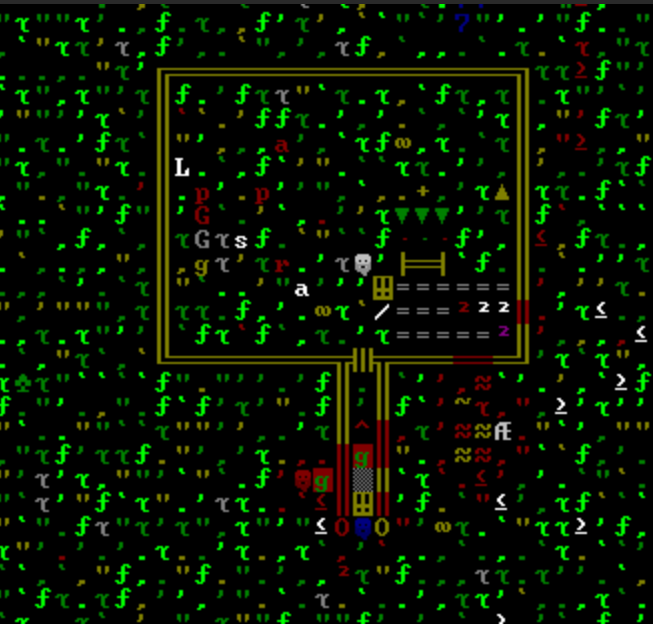
This strategy worked slightly better.

The remaining two goblins hung back, keeping out of sight around the wall of the palisade. They were nervous, trigger-happy.

"Screw this," Ushrir muttered, and stomped outside on her own.

"Ushrir, dont--!"

The Irregular bashes The Goblin Crossbowman in the head with her -copper mace-, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Goblin Crossbowman has been knocked unconscious!
The Irregular bashes The Goblin Crossbowman in the right hand with her -copper mace-, shattering the bone through the <<cave spider silk right glove>>!
The flying <<iron bolt>> misses The Irregular!
The Irregular charges at The Goblin Crossbowman!
The Goblin Crossbowman looks surprised by the ferocity of The Irregular's onslaught!
The Irregular bashes The Goblin Crossbowman in the right lower leg with her -copper mace-, fracturing the bone through the <<wolf leather trousers>>!
The Irregular collides with The Goblin Crossbowman!
The Goblin Crossbowman is knocked over!
The Irregular bashes The Goblin Crossbowman in the head with her -copper mace-, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Goblin Crossbowman has been knocked unconscious!



"There," she said sourly as she came back down the ramp. "You can all stop crying now. They're gone."

"There'll be a second group," the liaison said. "Maybe a third. I know how they think."

Endok wasn't badly hurt, but his leg needed cleaning, sutures and a dressing. Dr Kosotham was on the case. That left us with two marksdwarves. If there was a second bowman group out there, we were done for.

"Excuse me, Soapmaster, but we're almost out of alcohol."

"I don't give a carp! I'm trying to figure out a way to make us all *not die* here! Go drink blendec blood out of the haunted aquifer or something!"

TwangSNAP

...That was the last cage trap.

"Ambush! There's another ambush out there!"

The leader, another bowman had walked into the trap. The rest of them were speargoblins. ...Speargoblins. They had no ranged attackers! "Where's Endok? Dr Kosotham, we need Endok back up here!"

Ducim Kosotham, Doctor Suture

"I'm not done yet! Damnit, Zephyr, I'm a doctor, not a miracle worker!"

"What do you want us to do?" Bembul the marksdwarf asked. "We can help."

"Get up on the walls," I said grimly. "Start shooting the bastards. And hope there isn't a third ambush..."

The flying <*horse bone bolt*> strikes The Goblin Pikeman in the left upper leg, chipping the bone through the <<troll fur cloak>>!
A tendon has been torn!
The flying <*horse bone bolt*> strikes The Goblin Pikeman in the left upper leg, chipping the bone through the <<troll fur cloak>>!
A tendon has been torn!
The flying <*horse bone bolt*> strikes The Goblin Pikeman in the left upper leg, chipping the bone through the <<troll fur cloak>>!
A tendon has been torn!
The flying <-horse bone bolt-> strikes The Goblin Pikeman in the throat, tearing it through the <<troll fur cloak>>!
A major artery has been opened by the attack!

"That's ruined *her* day," marksdwarf-Muthkat said cheerfully.



It was the sixth of Moonstone.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 01:50:59 pm**

We could add fortifications on the upper floor,so that the dorfs wont fall down.
On the wrong side.
Also,alcohol.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 02:00:19 pm**

Yeah, that's one of the first things on my to-do list. Been putting everything into piercing this aquifer though.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 02:13:27 pm**

by the way,silver works better for the blunt weapons,due to increased mass.
artifact gold/platinum is even better.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ahra** on **May 23, 2011, 02:14:07 pm**

can i get an spearsdorf named Ahra? male preferably.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 02:41:52 pm**

[You sure can, Ahra :) It'll have to be a new recruit, the one proficient speardwarf is a female. I'll take a look at the fortress pop in a sec.]

"All I ever wanted to do was make... soap. And *now* look at me. Stuck in a... cursed... jungle. Curséd, even. With an accent. That's even worse than the regular kind." I let my head drop on the table with a heavy thud.

"Are you drunk?" Dr Kosotham asked suspiciously.

"No, I'm sober! And it sucks!"

"Why don't you go and make some soap to cheer yourself up?"

"Are you making fun of me?"

"Not at all. I like your soap. This is the cleanest fort I've ever been in. Why, even Endok scrubbed up beautifully."

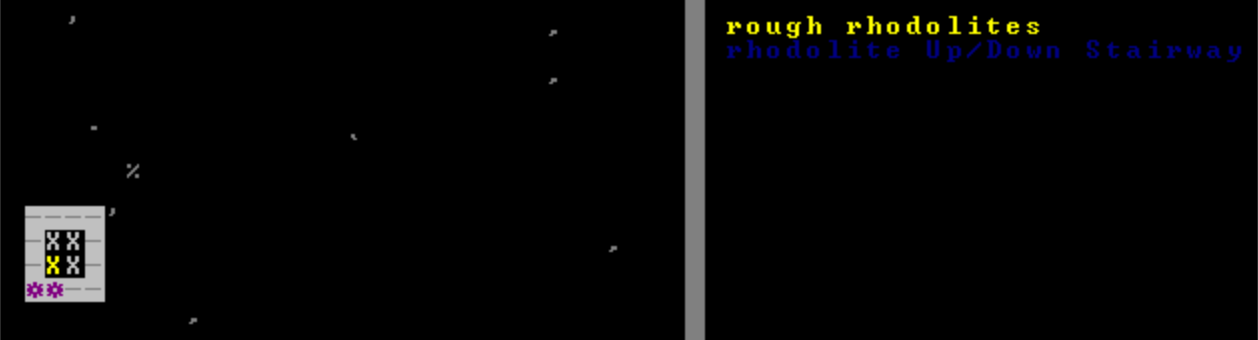
FPS: 100 <38>		The Health of Endok Likotsacat, Marksdwarf		
46:	Status	Wounds	Treatment	History
1nd Moonstone, 202:	Evaluated			
2nd Moonstone, 202:	Cleaned with yak soap		- Ducim Kosothām, Doctor	
4th Moonstone, 202:	Received yak hair sutures on left lower leg		- Ducim Kosothām, Doctor	
			- Ducim Kosothām, Doctor	

I drew a long breath. "The soap is *not* for mundane use!"

"Oh, relax. It's saving lives. Have you ever seen a dwarf die of infection? I have. It's not fun."

"Losing is fun," I mumbled. It was an old saying. Like most old sayings, it made no sense.

"Excuse me?" It was Medtob. "Soapmaster, there's something you need to see."



"It's... dry," I said. "We're through it? We're THROUGH!"

We were eleven levels underground, and the sandstone had given way to phyllite. And the phyllite was dry.

FPS : 100 <42>	rough rhodolites
Weight: 6f	Basic Value: 60*

I picked up the rhodolite. This bit of shabby purple rock could have saved Cilob's life if we'd had it a year ago. At least no more dwarves would die for lack of rough gems.

"So what's next, Soapmaster?" Dr Kosotham asked.

"I think we need to redesign. Rebuild. Renovate..."

Spoiler (click to show/hide)

The liaison asked for anvils this year. Haha NO.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 23, 2011, 02:51:34 pm**

So yeah. The aquifer was pretty much my reason for starting this thing off. I have been terrified of aquifers to the point of modding them out ever since 40d which is coincidentally when I started playing DF. But when I saw QuantumMenace's method, I decided to find the biggest aquifer I could and just go for the bottom. Here it is, it's bloody brilliant. <http://www.bay12forums.com/smf/index.php?topic=79224.15> Use it, love it.

HOWEVER! I think we should press on. Dwarves of Ubenudil (all three/four of you), we now have unlimited stone. What shall we do with it? Obviously fortifying the palisade is a top priority.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 02:59:42 pm**

As we have a large supply of stone now,we should BUILD THE FRIKKEN FORTIFICATIONS.
And the tower. Oh yes,the tower will rise at the place,where our entrance is,to get rid of stone.
Also,stone floors and walls on the first floors.

Quote from: zephyr_hound on May 23, 2011, 02:41:52 pm

The liaison asked for anvils this year. Haha NO.

Why not?
Goblinite is cheap.
~~Not to mention magmapower beneath.~~
NO.
The quake that shook the ground as soon we stopped,was the first warning,from Ber.
11 levels of water was a PROTECTION FROM HORRORS BENEATH.
FOUL BLEND DEC BLOOD was the LAST WARNING.
....
:V

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 23, 2011, 04:10:43 pm**

Ber's Breasts these dwarves are awesome! I definitely think we should keep going! :D
Good job on the aquifer. I've never pierced one myself, either... Nor have I got marksdwarves to work very well! :)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 23, 2011, 04:22:59 pm**

Quote from: Yoink on May 23, 2011, 04:10:43 pm

Ber's Balls these dwarves are awesome!

Ber is female.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 23, 2011, 04:25:32 pm**

Ohright. Fixed. ::)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 23, 2011, 06:48:48 pm**

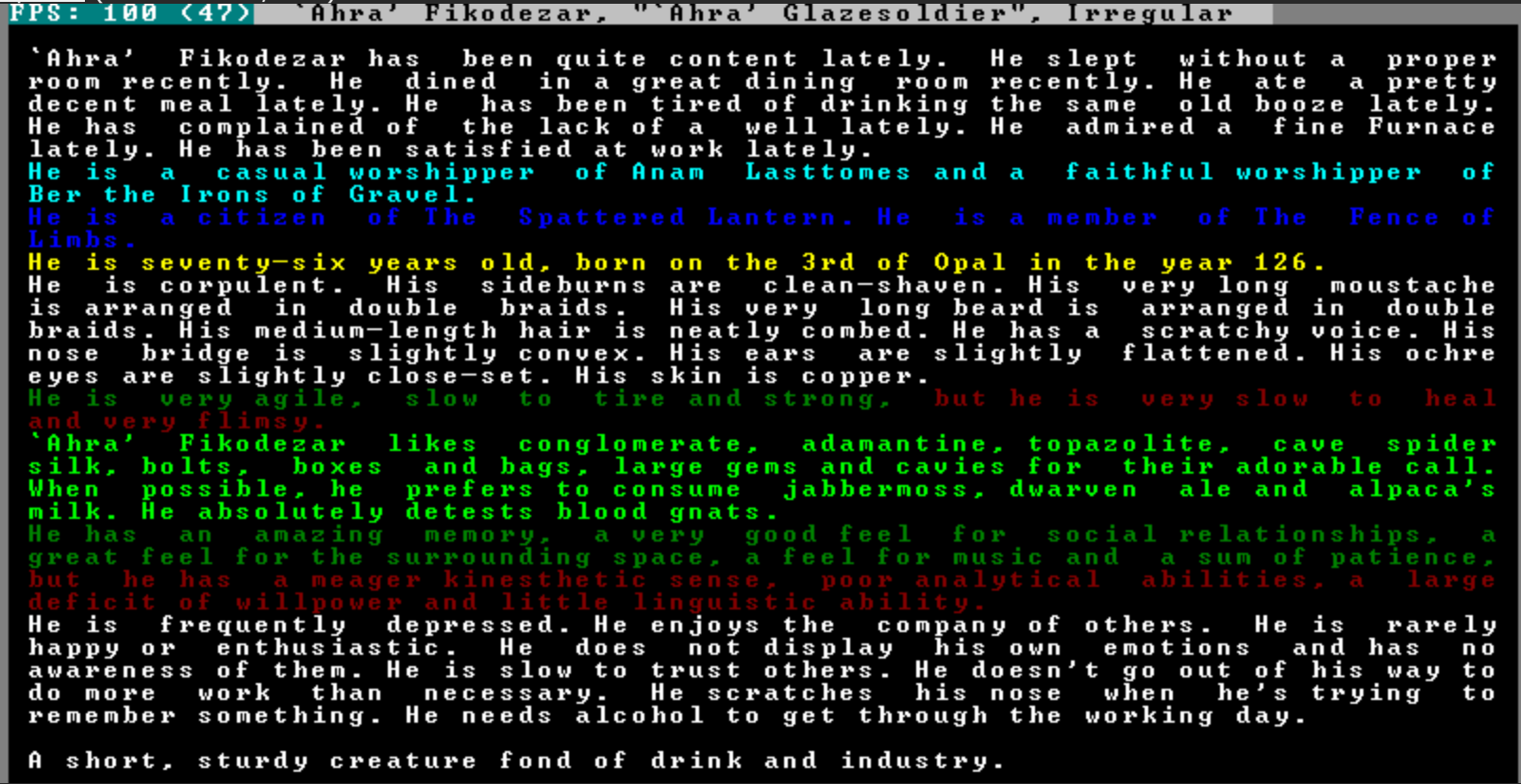
Right, time for your defense expert to get to work huh...

3 tile thick walls, 2 tiles tall, second level is two wide with the third Fortifications.
Gatehouse is this. 3 thick walls, square around 7x7 empty space, Bridge 1 outside Bridge 2 Inside. Spike traps or such line the floor.
Second layer of walling has fortifications on both sides with a single tile walkway between it, this will allow for shooting into the Gatehouse section.

13th Opal

I met with another dwarf who was interested in helping out with the military: Ahra Glazesoldier.

[Spoiler](#) (click to show/hide)



[/img]

He had some unarmed combat experience, and was interested in learning to use a spear. We had a spare now, since I'd bought another from the dwarven caravan, and I told him he was free to take it and join the soldiers in their little training barracks. Logem the dyer could teach him.

"Soapmaster Madushkubuk." It was Nevyn. "I hear we're through the aquifer at last. I want to talk to you about defenses."

"Go ahead," I said.

He outlined his plan: tear down the old palisade and rebuild everything in stone, two levels tall. Fortifications for the marksdwarves to shoot from and a gate house we could defend. I liked the sound of it.

"And the best part," he said, "is that once the goblins are inside, and we close the gates, they'll never escape! We can shoot or spike them to death at our leisure! Aahahaha. Hahahaha! HAHAAHHAHAAHAA--what?"

"Nothing. I'm just trying to decide whether I should be terrified of you or not."

Nevyn looked confused.

"Never mind," I said. "I'm putting you in charge of building the defenses. Take any ten dwarves who don't look like they're busy."

"I won't let you down!" he said happily.

[Quote from: Neyvn on May 23, 2011, 03:20:05 am](#)

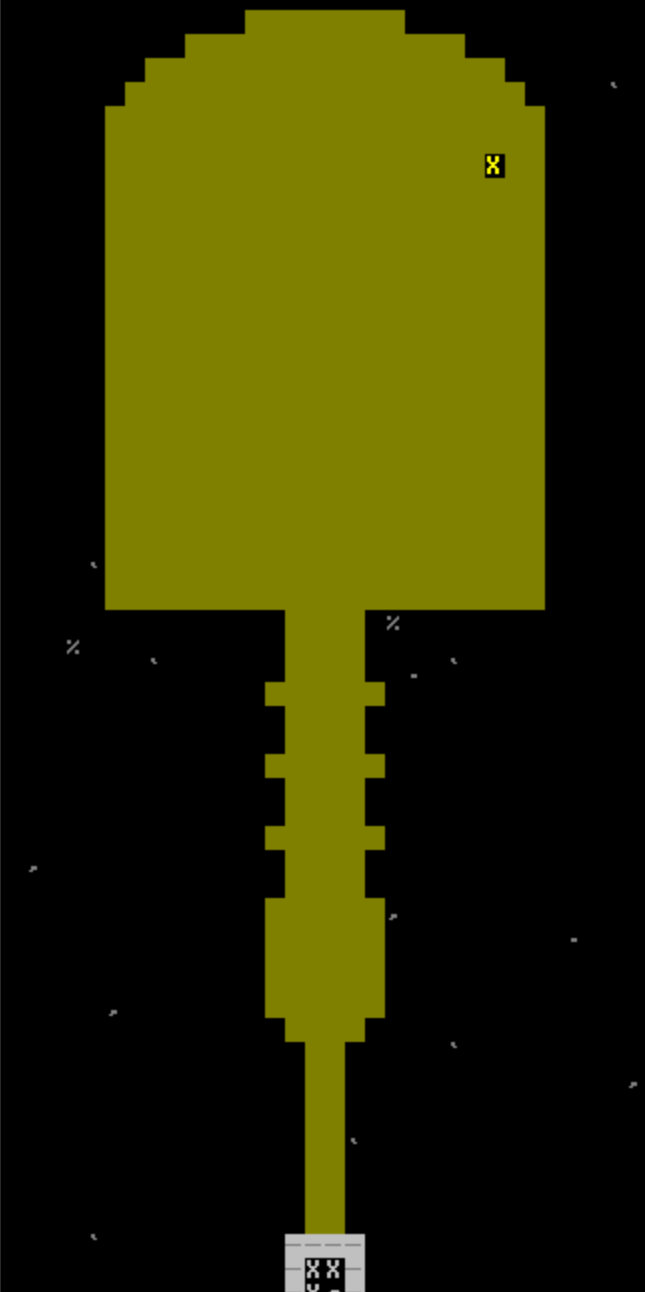
Indeed, also, His laughter in a distinct way. He sounds like a Demonic creature when he laughs, real evil sounding. But he ain't evil...

Remember me posting this... Zephyr should be terrified of me when ***I*** laugh...

yup, you have a scary laugh :(

"I want a--a great hall," I said. "Something to put the mountainhomes to shame. And I want it to be smoothed and engraved, all of it. Nice statues to look at. Beautiful stone furniture. The works." I was fed up of splintery wood.

[Spoiler](#) (click to show/hide)



"Why, Mr Madushkubuk," Ushrir said, "you're turning into a veritable despot."

"I only know what one of those two words means, but I'm sure you shouldn't sound so approving when you say it. Do you think we could have waterfalls from the aquifer, in the great hall?"

"Only if we had somewhere to put the water. Sounds like a flawless way to flood the place otherwise."

"Maybe Medtob will be able to think of something..." I said.

There was a festive air in Soaplanterns. We'd beaten the goblins twice in one year. How could we not be safe? Dwarves streamed out of doors to cut trees and collect useful equipment from the bodies of the dead bowmen. I started to think about marking out space for a sunberry plot. Gods knew we'd all had enough of plump helmet wine lately.

I made my own little revisions to Nevyn's plan, adding a tower to the list of things to do at some later point. I wanted a guild house, something grand that could be seen from miles away. Something that said: we are soapmakers. Fear us.



Goodbye the old wooden palisade. It had served us well...

Obsidian, date various

A happy event - Urdim the cheesemaker gave birth to a boy! Soaplanterns had its first native son!

Spoiler (click to show/hide)

FPS: 100 (48) Fikod Bavastlimul, "Fikod Glidegold", Dwarven Baby

Fikod Bavastlimul has been quite content lately. He is the son of Urdim Coverpaddles and Urdim Salvewomen. He is a worshipper of Datan the Umbral Gorge, a worshipper of Id and a worshipper of Datan the Umbral Gorge. He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He was born today, which makes him very young indeed. He is very muscular. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. He has very high cheekbones. His ochre eyes are round. His skin is dark peach. He is very slow to tire and very strong. Fikod Bavastlimul likes ash glaze, fine pewter, black opal, alpacas for their long necks and manta rays for their majesty. When possible, he prefers to consume dwarven rum and rose essence. He absolutely detests purring maggots. He has great intuition and a great sense of empathy, but he has an iffy sense for music, a poor ability to manage or understand social relationships, poor creativity, quite poor focus and poor spatial senses. He has a calm demeanor. He is very friendly. He does not have a great aesthetic sensitivity. He is slow to trust others. He is disorganized. He is occasionally given to procrastination. When he's bored, He constantly rolls his eyes. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Id is the female dwarf goddess of metals.

Those two were a strange pair. We called them Urdim and Urdim. I hadn't been sure until now which was the husband and which was the wife. I made a mental note: the cheesemaker's the one with the baby. At least they hadn't named him Urdim.

On the 20th Obsidian, we had our second birth: Vabok the farmer gave birth to a little girl.

Spoiler (click to show/hide)

Sarvesh ibmatdatan, "SFPS: 100 (47)rons", Dwarven Baby

Sarvesh ibmatdatan has been quite content lately. She is the daughter of Vabok Mysterytin and Obok Flickeredgate. She is a faithful worshipper of Id, a faithful worshipper of Anam Lasttomes and an ardent worshipper of Kovest the Earth of Fortunes. She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She was born today, which makes her very young indeed. Her eyes are ochre. She is very muscular. Her nose bridge is convex. Her sideburns are clean-shaven. Her medium-length moustache is arranged in double braids. Her very long beard is braided. Her very long hair is neatly combed. Her nose is short. Her skin is cinnamon. She is very strong and rarely sick, but she is clumsy. Sarvesh ibmatdatan likes native copper, trifle pewter, tanzanite, floating guts leather, breastplates, boxes and bags, large gems, enormous corkscrews and cows for their haunting moos. When possible, she prefers to consume badger, glasseye, fisher berry wine and whip vine flour. She absolutely detests worms. She has a good feel for social relationships and a sum of patience, but she has a questionable spatial sense. She is very active. She is very straightforward with others. She often does the first thing that comes to mind. She mutters under her breath when she's bored. When greeting others, she always smiles nervously. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

It was nice to see that such things were possible even in the Lonely Jungle. The blood in the aquifer had unsettled me more than I realized. But--our children were normal, and the wild animals were normal too. As for the foul blendecs, that attack was a long time ago now, and we'd never seen any more of them since. That story of the curse on the land had to be a fabrication.

Everything was just wonderful until the bowmen appeared in the middle of the construction site.

Muthkat-the-bowyer was the one who spotted them, by being shot in the leg. She stumbled away shouting for help. Every civilian dwarf panicked and raced for the underground ramp, as Ushrir and the Crystalline Oceans forced their way up against the tide. The marksdwarves held back and supported them with a hail of crossbow bolts. A second ambush squad of hammermen and lashers sprang from ambush as Ushrir charged the bowmen. It should have been a total disaster, but... it worked *beautifully*.



Aside from Muthkat, who had a minor flesh wound to her left upper leg, and new recruit Ahra who'd cut his left arm (again, minor), there were no dwarven casualties.

FPS: 100 (45) <<iron war hammer>>

Weight: 3ΓBasic Value: 90*

"Anyone want a hammer?" Ushrir said breathlessly as she came back into the little dirt dining room, where all of the non-combatant dwarves had gathered. "It's quite a nice one. There's another one out there as well. Would've gotten us a few more, but those boys can run fast when they want to. We've got loads more ammo now though."

Two ambushes. That was *probably* the lot for the time being. "Let's get back outside and get those walls up," I said, getting to my feet. "Quick as we can now. I want every able-bodied dwarf to be either hauling stone or making blocks."

Nevyn had scored his first kill, the first of the new recruits to do so. He looked pleased with himself as he came back down the ramp, the Satin of Sorcery at his side.

It was the 25th Obsidian, and nearly the end of our second year in the Lonely Jungle.

[Spoiler](#) (click to show/hide)
Marsdwarves doing what they're supposed to do? What is this??

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 24, 2011, 06:06:26 am**

I heard you mention you want a Waterfall, what about a Fountain? I can draw ya up a design for that, but I needs more HEIGHT to the Hall for that to come to fruition...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 24, 2011, 06:32:27 am**

I was planning to channel out the center so there'd be a two-level hall with a gallery running round the edge. How many levels would be needed for your fountain design?

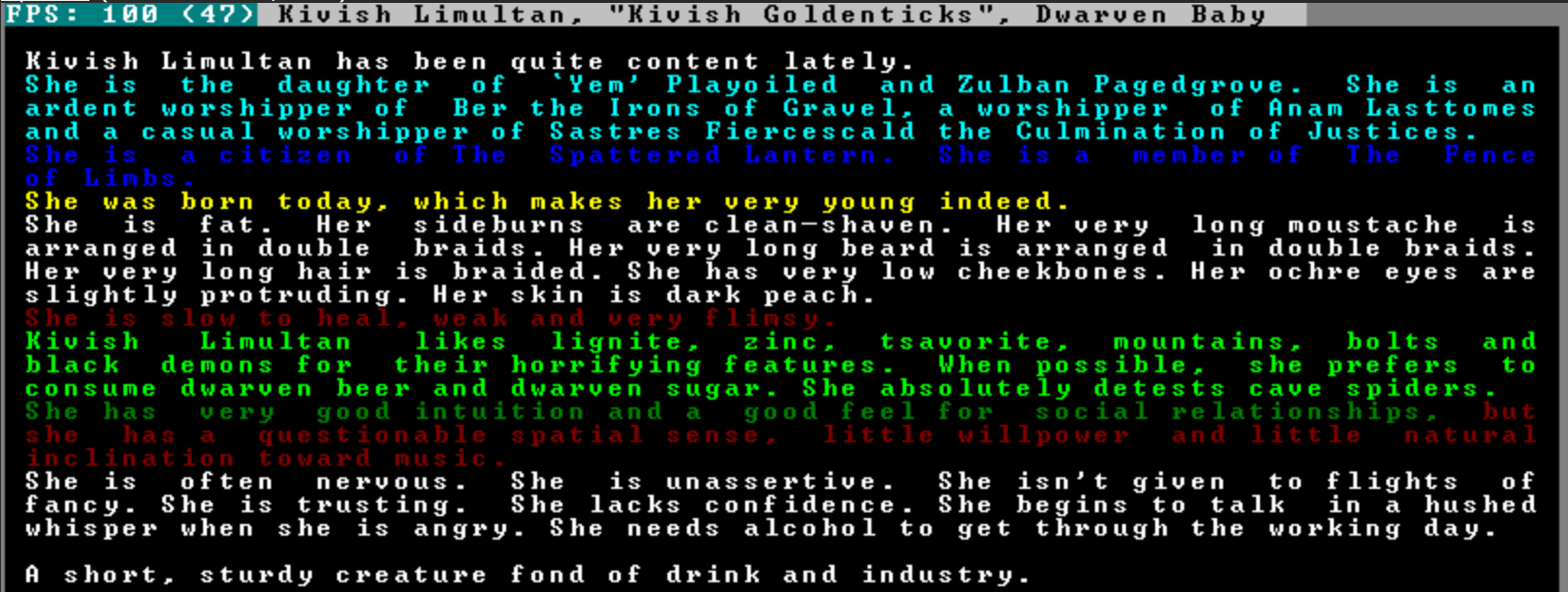
Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 24, 2011, 06:35:49 am**

Just need to rebuild it, haven't done it in a long time. Give me a bit...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 24, 2011, 06:48:31 am**

Special update for the 12th Granite: Yem's a mom!

[Spoiler](#) (click to show/hide)



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 24, 2011, 07:18:12 am**

Ok think I have it, shouldn't lead to any flooding, Except for the filling part. Never done it from an Aquifer.

Do you have MSN it will be easier to explain over that...
PM me...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 24, 2011, 07:34:49 am**

Oh great. The first two babies are strapped with muscle, tough and slow to tire, and poor Yem gets a fat, flimsy weak-willed little brat with a love of black demons. :/ Future mayor material, if the Soapers guild lasts that long! :D

I love how this fort is becoming almost like... A team effort, with Neyvn offering advice *through* his character! :) I wish I had some sage advice to offer, but sadly, other than "Go for your life, build the greatest monument to soap-making the land has ever known", I'm a little short on that! :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 24, 2011, 07:41:59 am**

[Quote from: Yoink on May 24, 2011, 07:34:49 am](#)
Oh great. The first two babies are strapped with muscle, tough and slow to tire, and poor Yem gets a fat, flimsy weak-willed little brat with a love of black demons. :/

ITS A WARNING!
THE CORRUPTION!
ALL BABIES BE BORN BASTARDS,IF WE DONT GET AWAY FROM THE DEEPS!

By the way,have we buried the dead dwarves propely?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Endiqua** on **May 24, 2011, 08:10:01 am**

[Quote](#)
"Why, Mr Madushkubuk," Ushrir said, "you're turning into a veritable despot."
"I only know what one of those two words means, but I'm sure you shouldn't sound so approving when you say it."

This made me lol. I'm enjoying the read.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 24, 2011, 08:16:48 am**

[We've buried them temporarily in horrible little wooden caskets in the dirt layer. I will be interested in suggestions for some sort of properly respectful mausoleum/catacombs project.]

"ZEPHYR!"

The door to my office slammed open, and Endok blew in like an enraged badger. I fell off the chair.

"Oh, get up and stop being such a fool," he snapped. "Look at this! I was going through the stuff those goblins had on them, looking to see if there were any more bolts we could use. *Look at what I bloody found.*" His knuckles were white as he clutched a small object in his fist; he slammed it down on the table and let the object roll over to me.

"Oh gods. Please tell me that isn't what I think it is."

"It is what you think it is," Endok said grimly. "I know bones."



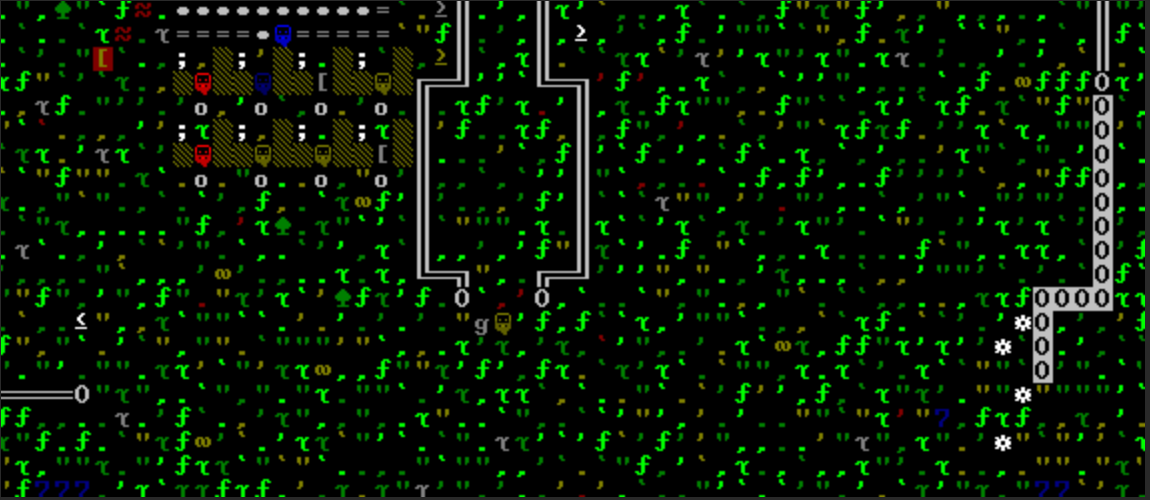
"...Those *bastards*."

We were both silent for a moment, thinking about this grisly discovery.

"What do you want me to do with it?" Endok said at last.

"Just... bury it. We can't do any more than that, and the gods know the poor guy this came from doesn't need it any more." I was saddened. A thought came to me. Maybe we should build something else later on when we had time, a memorial to the unnamed...

23rd Granite



We were very nearly done with the boundary wall, when there was a scream. A goblin snatcher sprang from hiding and stabbed a farmer, Catten Zasitdetes, breaking her foot and ankle. She fell over, and the goblin ran. It all happened so quickly that by the time the Crystalline Oceans got aboveground, the goblin was nowhere to be seen.



Dr Kosotham would have his work cut out with this one. Catten's foot was really messed up. I wasn't sure if she would walk again without some sort of support.

I sent the Crystalline Oceans out to stand guard while the last part of the wall was designated. May Kosoth grant that there wasn't an ambush headed our way...

Another snatcher took a swipe at a carpenter, Kol Kilrudkel, very shortly after, but she got away uninjured.

4th Slate



Take that, goblins! Soaplanterns now finally had a good solid perimeter wall of block phyllite. Yup, nothing was going to get in or--

A kidnapper has made off with Dwarven baby Sarvesh ibmatdatan!

Oh no... Vabok why did you leave your baby unattended? :(

I did a quick head count of the other five children, all were where they should be.

"Zephyr! Migrants!"

Great. "How many?"

"Uh... lots?"

Village Ubenudil, "Soaplanterns" FPS: 82 <46>									
Animals		Kitchen		Stone		Stocks		Health	
Justice									
Created Wealth:		87604*		Population:		81			
Weapons:		27899*		Miners		2		Axedwarves	
Armor and Garb:		1005*		Woodworkers		6		Axe Lords	
Furniture:		1990*		Stoneworkers		5		Swordsdwarves	
Other Objects:		23000*		Rangers		3		Swordmasters	
Architecture:		6771*		Metalsmiths		3		Macedwarves	
Displayed:		1891*		Jewelers		1		Mace Lords	
Held/Worn:		25048*		Craftsdwarves		11		Hammerdwarves	
Imported Wealth:		95352*		Nobles/Admins		1		Hammer Lords	
Exported Wealth:		524*		Peasants		2		Speardwarves	
Food Stores:		745		Dwarven Childrn		6		Spearmasters	
Meat	None	Seeds	301	Fishery Workers		4		Marksdwarves	
Fish	4	Drink	109	Farmers		27		Elite Mrksdwrvs	
Plant	231	Other	100	Engineers		3		Wrestlers	
				Trained Animals		A		Elite Wrestlers	
				Other Animals		A		Recruit/Others	

"Eighty? We're up to *eighty* dwarves?"



"Oh my gods are you serious? *Why now?* Is she stuck? What does she want?"

"Bones, I think, Soapmaster."

Another bone carver..

:v
at this pace,we should start getting megabeasts soon.
And,and things should start moving faster now,due to population,i think.

we should also add a bridge.Even if it means destroying rooms underground.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 24, 2011, 09:03:37 am**

yeah I think it's time I drafted more marksdwarves. Like, a lot more marksdwarves :(

And we do have a bridge, it was just flashing "construction" when I took the pic. It's built now and I just need to hook it up to a lever (in the half dug hall), then we can close ourselves up like *dirty cowardly elves* should the need arise.

I think I'm gonna make an aboveground farm plot. Anyone for Sunshine?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 24, 2011, 09:06:40 am**

Should have bought those Pandas, All that bamboo up there just begging for the beasts to eats them...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ahra** on **May 24, 2011, 12:22:52 pm**

sunshine..... im on but who dont want some good ol´ dwarven ale?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 24, 2011, 01:22:13 pm**

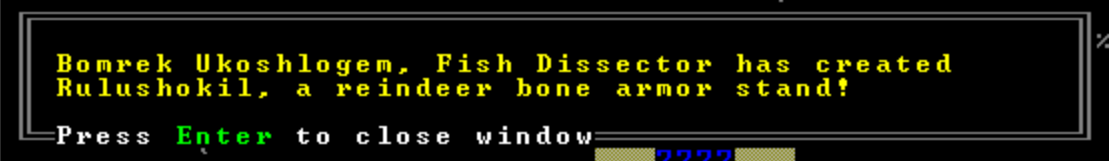
Another snatcher appeared as the last of the migrants made his way through the new entrance, but unfortunately Ushrir was the one who spotted him.

```
her -copper mace-, bruising the muscle through the <<troll fur
trousers>>)?
The Irregular bashes The Goblin Master Thief in the upper body with her
-copper mace-, bruising the muscle and bruising the right lung through
the <<troll fur cloak>>?
The Goblin Master Thief is having trouble breathing!
The Irregular bashes The Goblin Master Thief in the lower front tooth
with her -copper mace- and the severed part sails off in an arc!
The Irregular bashes The Goblin Master Thief in the upper body with her
-copper mace-, bruising the muscle and bruising the right lung through
the <<troll fur cloak>>?
The Goblin Master Thief gives in to pain.
The Irregular bashes The Goblin Master Thief in the head with her -copper
mace-, bruising the muscle, jamming the skull through the brain and
tearing the brain!
The -copper mace- has lodged firmly in the wound!
```

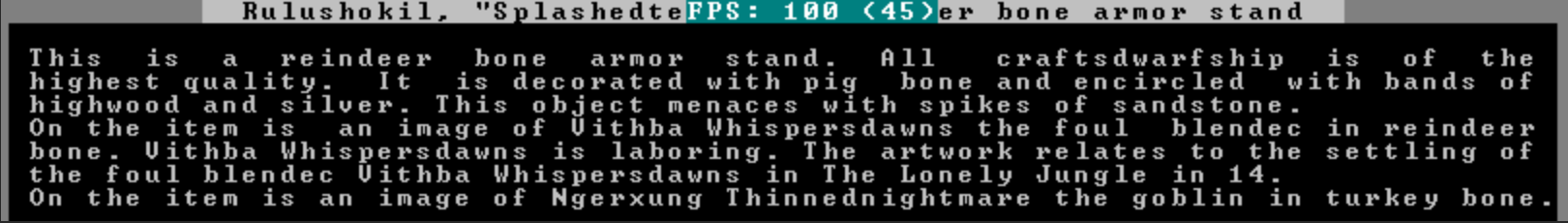
This went about as well as could have been expected for the goblin. Ushrir was specializing in headshots nowadays.

We had to kill most of our spare animals for Bomrek's mood; she wanted three separate sets of bone. She also took a silver bar. I hoped it would be worth it; we could have used that precious silver for a warhammer. On the plus side, that meant we had a lot more tallow.

Oh!



...oh...



...oh gods...

What was going on here?

My little office was too small to contain all of us comfortably, but until the new deep fort was a bit further along, there was nowhere else for us to go that had any sort of privacy. Endok, Ushrir, Nevyn, Dr Kosotham and myself all squeezed in somehow.

"The first bone artifact we got was Clobberedsly," I said. "Very simply, an axe made of horse bone. Nice and straightforward, nothing unusual about it."

"Right," Endok said defensively. "Just an axe."

"Next, Nevyn's sword. Ceilingbastion, the Satin of Sorcery."

"A bastion is an architectural term," Ushrir said. "It's a... a sort of..."

"A structure projecting outward from the main enclosure of a fortification, situated in both corners of a straight wall (termed curtain), facilitating active defence against assaulting troops."

"...One of those. Thank you, Nevyn."

"So to sum up, it's protective," I said. "It's a defensive thing."

"Ceiling... bastion." She looked thoughtful.

I went on. "And then we had the earring: Relievedplait the Contingencies of Reticence. I had to look most of those words up and I'm still not sure I understand what exactly it's supposed to mean. But a contingency *plan* is something you set up for a situation in which something *might* go wrong. And reticence is unwillingness to speak out."

"Have we got the earring here to look at?" Ushrir said.

"No, it's still in the craftsdwarf workshop upstairs. But I can remind you what it looks like: there's an image of Clobberedsly on it, and Kovest, laughing." That image was burned into my mind by now. The look on the goddess's face... I sighed heavily. "And now, this. Another bone artifact."

"Splashedtest," Dr Kosotham said. His eyes widened. "*Splashedtest! Ceilingbastion!* Dear gods it all makes sense!"

"No it doesn't," Ushrir said. "Could you share with us mere mortals?"

"The aquifer!" the doctor said wildly. "Ceilingbastion! The ceiling's a *protection!* And then..."

"We broke through the protection." I shuddered. "That's what the armor stand is saying. We've passed the test."

"But what *test?*" Ushrir asked.

"I don't know, but the two of them have one thing in common. Something we can all see." Foul blendecs. An image of a blendec laboring on the Satin of Sorcery, and then an image of a blendec--together with a goblin--on Splashedtest. "The blendecs *know* something about this place," I said. "I think we have to try to capture one. Alive."

"That could be difficult," Nevyn said. "I mean, you've only ever seen those three since we've been here, right?"

"I'm afraid so."

"Well," Ushrir said, "there's nothing we can do unless we spot some more of them." She got up and set her foot on the upward stair, then glanced back. "In the meantime, I suggest we keep an eye out for any more dwarves who get god-touched, and look very carefully at whatever they make. *Especially* the bone carvers..."

[Spoiler](#) (click to show/hide)
oh man this story is writing itself. I nearly fell off my chair when I saw the latest artifact.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ahra** on **May 24, 2011, 01:29:07 pm**

this is so f***ing awesone :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 24, 2011, 01:56:28 pm**

```
her -copper mace-, bruising the muscle through the <<<troll fur
trousers>>>)!
The Irregular bashes The Goblin Master Thief in the upper body with her
-copper mace-, bruising the muscle and bruising the right lung through
the <<troll fur cloak>>)!
The Goblin Master Thief is having trouble breathing!
The Irregular bashes The Goblin Master Thief in the lower front tooth
with her -copper mace- and the severed part sails off in an arc!
The Irregular bashes The Goblin Master Thief in the upper body with her
-copper mace-, bruising the muscle and bruising the right lung through
the <<troll fur cloak>>)!
The Goblin Master Thief gives in to pain.
The Irregular bashes The Goblin Master Thief in the head with her -copper
mace-, bruising the muscle, jamming the skull through the brain and
tearing the brain!
The -copper mace- has lodged firmly in the wound!
```

bye bye,itchy-fingered freak.

...
I think those grinch-like perverts steal babies to make bone items.

Quote
"Ceiling... bastion." She looked thoughtful.

[Spoiler](#) (click to show/hide)

Hippo	Wild Animal
Hippo	Wild Animal
Hippo	Wild Animal
Hippo	Wild Animal
Hippo	Wild Animal
Platypus	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Carp	Wild Animal
Zombie Amphibian Man	Deceased

...so yeah, I think we've got an Underground Structure here too... I did not know this before I embarked 😊

:p

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 24, 2011, 04:25:20 pm**

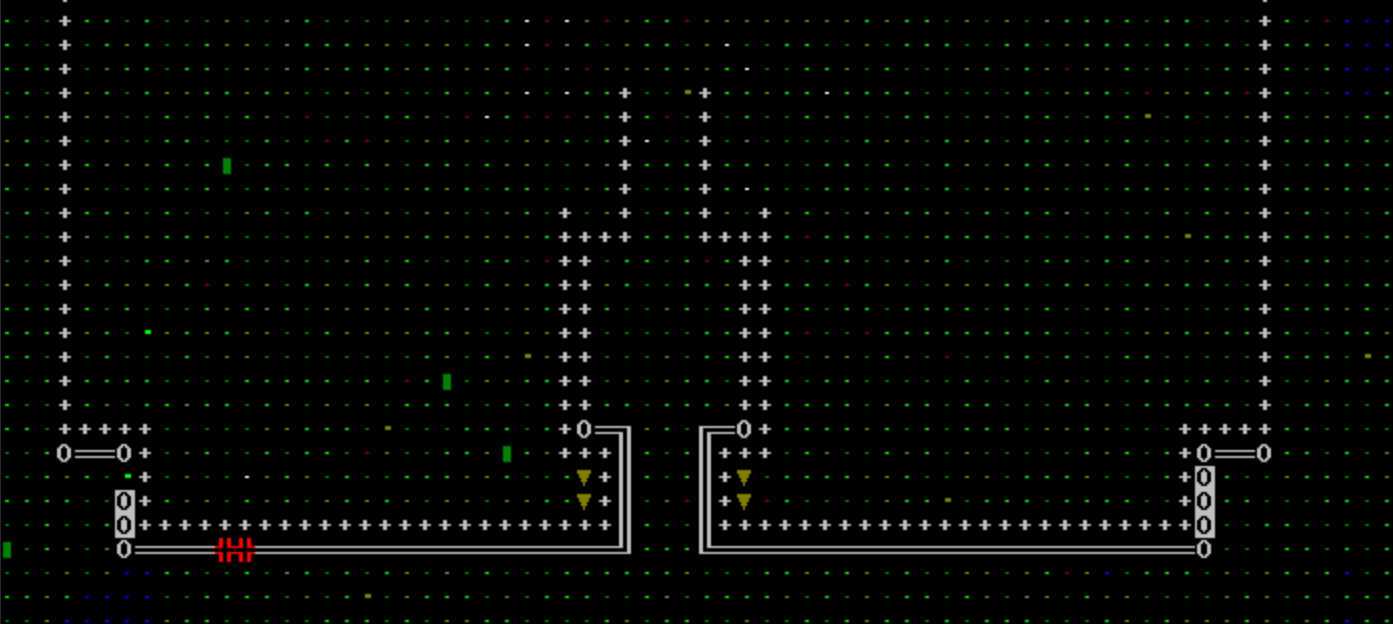
I needed to get my head straight after that meeting, so I went to the place I always found most calming.

'Zephyr' Madushkûbuk, Soapmaster Make soap from tallow/R

Our stocks were looking pretty good, even though I kept catching dwarves stealing the soap out of the bins. I still hadn't got around to asking Ushrir to kill another elephant, but maybe it would be unnecessary. If those pigs and alpacas started breeding soon, we'd have a steady and renewable supply of tallow, and then we could *really* get going.

```
turkey soap [5]
horse soap [12]
cow soap [8]
pig soap [8]
water buffalo soap [7]
reindeer soap [11]
yak soap [13]
elephant soap [11]
```

Nevyn was hard at work reinforcing the walls, building a second inside layer. The fortifications on the second level would be carved, not built as fortifications, to provide extra strength.



Nobody was going to dodge off this once he was done. I'd already never seen such massive walls, and he still wanted to add a third layer of stone--just in case.

"Mr Madushkubuk? There's a couple of elves on horseback out there, heading this way at the gallop."

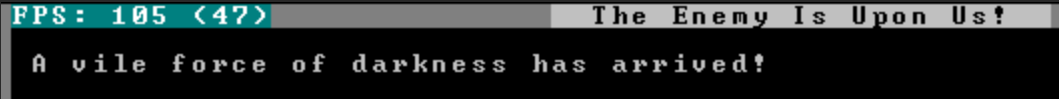
"*Really?*" I said, getting to my feet. "Well... open the gate then. But tell Ushrir and Endok to watch for goblins." We'd only just closed that gate for the first time.

I was surprised to hear that the elves were back again. With any luck they'd be willing to trade, as before. We certainly didn't lack for trade goods; I ordered all the goblin stuff brought to the trade depot. Except their leather armor, cloaks and metal equipment; that we could use ourselves.

"Hey, Madushkubuk," Endok said, descending my stair in a clatter of boots. "Gotta talk to you."

"Endok? What are you doing down here? You're supposed to be up on the walls, looking for goblins."

"I was," he said. "That's what I need to talk to you about. I've found some."



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **May 24, 2011, 05:45:56 pm**

Quote from: Ahra on May 24, 2011, 01:29:07 pm
this is so f***ing awesone :D

I have to agree.

Quote from: zephyr_hound on May 24, 2011, 04:25:20 pm
"Hey, Madushkubuk," Endok said, descending my stair in a clatter of boots. "Gotta talk to you."

"Endok? What are you doing down here? You're supposed to be up on the walls, looking for goblins."

"I was," he said. "That's what I need to talk to you about. I've found some."

Uh oh...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **May 24, 2011, 06:25:20 pm**

This is simply wonderful fun! Can I have a dwarf? I'd like a female marksdwarf...maybe a hunter. If she is a hunter (or gets to train to be one) she should have a dog at some point! That would be wonderful. And, if she is not already named, can she be called Amante?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **billybobfred** on **May 24, 2011, 06:59:55 pm**

I'd like to be dorfed. I'll be a mechanic, if one comes along in your next migrant wave.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 24, 2011, 07:09:47 pm**

[Mythologique, the timing of your request is EXCELLENT. I will find you a marksdwarf shortly. billybobfred, you can have Medtob if you like, the genius who pierced the aquifer.. or I can certainly find another mechanic from the fortress pop right now, just pick a name. And thanks for the kind words!]



"We know there is at least one squad out there," I said. "We know they're all bowmen. Their leader is mounted on a voracious cave crawler, an animal which I personally have never seen but am informed is very big, and very nasty. The *good* news is, we now have an equal level of equipment to them."

The new squad, headed by Endok and marksdwarf-Muthkat, had been dubbed the Seas of Silver, to go with the Crystalline Oceans. A full complement of ten dwarves. Some volunteers. Some unwillingly drafted. Some with a little crossbow experience. Most with none.

"We have leather armor, we have caps. We have quivers, bolts and crossbows. We've got leggings and boots coming out of the leather works as I speak. A lot of it is goblin stuff, but it's all been checked over and it's sound. You will all be able to put on at least a basic set of gear before you go up on the walls. *Please* make sure you pick up bolts from the stockpile as well, there's no point you being out there with no ammo."

I sighed, and steeled myself to finish what I had to say.

"Lastly... yes, I know, we're out of booze, and I'm sorry, it's my fault. *However*, again, the good news is the farms have been producing like crazy both above and below ground, our crafts dwarves are making rock pots, and we will be able to offer you all a celebratory barrel of Sunshine once the enemy is driven off."



There was a cheer from our hastily assembled militia, but it was a ragged one. They looked scared. I couldn't blame them. Most of the dwarves Endok had rounded up had never fired a bow before. I knew it was a long shot, but there was no other way to do this. The Crystalline Oceans were only six, and their armor wasn't any better than what the marksdwarves had on. I couldn't throw them in front of a dozen bowmen.

The order was sent down, and I heard the heavy clunk from outside as the sandstone drawbridge lowered, opening the way into Soaplanterns. I wasn't the only one who heard.

"They're coming!" Ushrir yelled, leaping down from the wall.

"Stay steady," Endok warned. "We use the terrain to our advantage. They've gotta come round the edge of that pool to get to the gate. That's our chance."



"Now?"

"Now. GO! GO! UP ON THE WALL! FIRE AT WILL!"

The lead goblin looked up, startled, as bolts began to rain down from above.

```
The flying <≡elephant bone bolt≡> strikes The Goblin Bowman in the left
upper leg, tearing the fat through the <<phantom spider silk cloak>>!
The flying <-horse bone bolt-> strikes The Goblin Bowman in the upper
body, tearing the fat through the <<phantom spider silk cloak>>!
The <-horse bone bolt-> has lodged firmly in the wound!
The flying <<copper bolt>> strikes The Goblin Bowman in the upper body,
tearing the skin through the <<phantom spider silk cloak>>!
>The <<copper bolt>> has lodged firmly in the wound!
```

"We got 'em in range!" Endok yelled. "Close the gate!"

"Close the gate!" shouted Ushrir, at the top of the ramp. Passed from dwarf to dwarf the order traveled through the dirt fort, to the stair, down to the Great Hall excavation.

"But she's got my *soap*!"

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 24, 2011, 09:21:06 pm**

I can't stop reading this! Good work.

Quote from: zephyr_hound on May 24, 2011, 08:16:48 am

We've buried them temporarily in horrible little wooden caskets in the dirt layer. I will be interested in suggestions for some sort of properly respectful mausoleum/catacombs project.

http://www.artfire.com/modules.php?name=Shop&op=listing&product_id=3244626 ;D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **May 24, 2011, 09:24:37 pm**

Awesome!

Also, what dwarves are left?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 25, 2011, 01:25:05 am**

I got to join this awesome soap bath!
Give me smelter or smith - we have to utilize all that goblinite.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 03:35:12 am**

I think every imaginable civilian job is available right now from the current civilian population. The two I don't really want to add currently are siege operators and hunters. Siege operators because we don't have great terrain for it at the moment (maybe later?) and hunters because we can't afford to spend bolts on animals. Military is pretty free too, I can just draft someone into the Crystalline Oceans. We could even have weird stuff like lashers and knife users if people want. Bear in mind that the marksdwarves will probably be doing more combat overall.

Hm, we just had a mayor elected. I think I might just cheat and start mayor-shuffling when the mandates start up, assuming that still works. Not one dwarf in the fort likes copper, iron or something *reasonable*, it's all fine pewter, native platinum, raw adamantine, yellow diamond, unicorn bone, giant penguin leather... It's no fun when you just have no way of meeting the mandates :(

Dwarfing update coming soon.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 25, 2011, 03:40:47 am**

Wow... that actually worked?! And no casualties?! :o
I must just have horrible luck with marksdwarves! :D Good job!
I hope those damn elves didn't escape with any cool critters we could've used. :/

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 04:16:06 am**

[Mythologique, I hope you don't mind that your dwarf is married with a kid, she's got two kills from the recent siege so she must be a fairly good shot. She was the only recruit who scored actually. I'll get her a dog. Peregarret, I've got just the guy for you, *high master armorsmith* migrant. I really want to get him on a forge before he starts going rusty... lol rusty :))]

"Excuse me, Soapmaster," said a dwarf in leather armor, one of the new recruits. "Might I have a word?"

"Of course," I said. "And Thank you for doing... you know, what you did today."

"It's quite all right. Actually, I was proud to do something useful for Ubenudil. Do you think I could stay as a marksdwarf?"

"Of course! Endok would be glad to have you. Is that all you wanted to ask?"

"I do have one request, actually," she said. "I'd like a dog."

"A... dog?"

"Yes. The goblins seem to like to wear green, which makes them very hard to spot against the thick jungle. I've been thinking that if we had some trained hunting dogs around, they might warn us beforehand. Dogs have an amazing sense of smell, you know."

That was... actually a really good idea. "You know, I like it," I said. "Let's do it!" There were two dogs in Ubenudil that I knew about, and both were much-loved pets, but I thought it wasn't out of the realms of possibility that the female was pregnant by now. If so, surely the owner would consent for the puppies to be taken on and trained... Come to think of it, wasn't Zon Dumatthad an animal trainer? "What's your name, by the way?" I asked the marksdwarf.

"Amante. Amante Idmesir."

Spoiler (click to show/hide)

FPS: 100 (38)Amante' Idmesir, "'Amante' Rocksshowered", Marksddwarf

'Amante' Idmesir has been happy lately. She admired a fine Trade Depot lately. She dined in a great dining room recently. She talked with a child lately. She has been satisfied at work lately. She has complained of the lack of a well lately. She took joy in slaughter lately. She is married to Obok Channelpraised and has one child: Iden Bridgeblankets. She is a worshipper of Anam Lasttomes and a casual worshipper of Kovest the Earth of Fortunes. She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She is an enemy of The Oceanic Ghoul. She is sixty-three years old, born on the 16th of Hematite in the year 139. Her ochre eyes are round. She is fat. Her sideburns are clean-shaven. Her very long moustache is arranged in double braids. Her medium-length beard is neatly combed. Her very long hair is tied in a pony tail. She has a jutting square chin. Her lips are thick. Her nose bridge is slightly convex. Her ears are slightly flattened. Her skin is dark tan. She is incredibly tough, but she is susceptible to disease, slow to heal and extremely quick to tire. 'Amante' Idmesir likes olivine, brass, indigo tourmaline, glumprong wood, gorilla leather, grimeling bone, the color cream, bucklers, large, serrated discs, maw hounds for their tusks and cedars for their majesty. When possible, she prefers to consume clownfish, dwarven ale and dwarven sugar. She absolutely detests large roaches. She has a great sense of empathy, a great ability to focus, an amazing spatial sense and a deep well of patience, but she has an iffy memory, a meager kinesthetic sense, a little difficulty with words and lousy intuition. She doesn't often experience strong cravings or urges. She doesn't handle stress well. She is assertive. She is relaxed. She does not have a great aesthetic sensitivity. She is open-minded to new ideas. She finds immodesty distasteful. She is not easily moved to pity. When she's thinking, she has a tendency to chew on her cheek. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I went to walk away but was stopped almost immediately by another dwarf.

Spoiler (click to show/hide)

FPS: 100 (46)egarret' Thizatis, "'Peregarret' Fastenedstake", Armorer

'Peregarret' Thizatis has been quite content lately. He dined in a great dining room recently. He slept in the grass recently. He has complained of the lack of a well lately. He was caught in the rain recently. He has been satisfied at work lately. He has been tired of drinking the same old booze lately. He admired a fine Seat lately. He is a worshipper of Id and a faithful worshipper of Ber the Irons of Gravel. He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He is eighty-two years old, born on the 17th of Timber in the year 120. He is muscular. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is braided. He has a jutting chin. His lips are thick. His nose bridge is slightly convex. His slightly flattened ears are somewhat short. His pale brown skin is slightly wrinkled. His eyes are ochre. He is strong, but he is very flimsy and quite susceptible to disease. 'Peregarret' Thizatis likes talc, zinc, amber opal, mountain goat leather, goliath tarantula silk, the color rust, diamonds, maces, shirts, guineafowls for their social nature and fisher berries for their round shape. When possible, he prefers to consume cap hopper and dwarven vodka. He absolutely detests large roaches. He has a sharp intellect and a good kinesthetic sense, but he has an iffy memory. He is confident under pressure. He isn't given to flights of fancy. He is open-minded to new ideas. He is modest. He dislikes contracts and regulations. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

"Peregarrett, Mr Madushkubuk. Listen, I want to help out too. I've been kicking my heels around here, but I know I could make some real good armor if you authorize it. It's such a shame for us to have to pick through goblin crap just to get ourselves covered up."

"The thing is," I said reluctantly, "I've thought about that too. We could smelt the salvage stuff down. But at the end of the day we lose ten shoddy caps to get one bar of metal to *maybe* make a decent helm... I'm not sure it's worth it."

"Maybe not for caps," he said. "But what about the other stuff? There's over a hundred iron arrows lying around out there, and almost as many silver. We can't shoot arrows out of our crossbows. Let's melt 'em down and make something we *can* use!"

Spoiler (click to show/hide)

General tip about marksddwarves, they shoot a lot more often if they're forced to stand right up against the fortifications. Hence the one-tile thing. Also making sure they can't run out and starting hitting things with their bows once the ammo's gone. Hence closing the gate.

And the elves had a hoary marmot. Far too terrifying a creature for us to handle, I'm afraid.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 04:48:51 am**

Nine more dwarves joined us on the 15th Malachite. Among them was a fellow guildmember.



"Welcome, sister," I said, reaching out to offer the secret handshake. "Welcome to Soaplanterns! Let me show you the ashery and soapmaking areas."

The young soaper looked stunned, almost ready to cry. "I'm not going to be drafted? You--you actually--*want* soapmakers at this fort?"

"Oh, one can never have enough soap!" I said cheerfully.

"Ushrir!" I yelled. "Ushrir! Get the Crystalline Oceans up here right now! *It's an emergency!*"

"What's going on?" the macedwarf said, running up the ramp half dressed.



"I'm making a mandate," I said.

"...Oh, *no*."

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 25, 2011, 05:04:01 am**

Dun dun dunnn!!
Uh oh! Hope it's soap-related... But I haven't seen the Soapmaster's likes and dislikes, so who knows. D:

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 05:26:38 am**

[Mr Madushkubuk likes only one thing, and we all know what that is. :))]



"I did *not* sign up for this," Ushrir said.

[Spoiler](#) (click to show/hide)
I've now edited the second post in the thread to have info on all the gods of the Spattered Lantern.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 05:55:33 am**

Soap, soap, glorious soap. Oh, everything was so good... I'd ordered more ash from our wood stores and another batch of trees to be felled outdoors. And as soon as the two elephants Ushrir's squad had bagged had been rendered down for tallow, we would have bars and bars of lovely soap! Yes, it was a wonderful time to be a soapmaker.



"What?" I said, rushing upstairs. "How many this time?"

"At least twenty," Endok said grimly. "We've got swords, pikes and bows. All mounted. And there's ogres coming down from the north. Looks like they were just testing us before--they've brought better fighters this time."

I hopped up onto the wall beside him.

"I don't like the look of that one," I said.



"I don't like the look of *him* at all..."

[Spoiler](#) (click to show/hide)
I had a *massive* amount of lag a few minutes ago, I thought the game had locked up. I hope it was just trying to calculate these guys.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 25, 2011, 06:20:49 am**

Wow, more iron arrows to smelt! And iron gauntlets for everyone!

And I thought the last siege was bad...
You might actually have a casualty!

Hm...I'll take the next migrant soap maker. He decided to migrate because the Mountainhomes Military Force wouldn't accept him. His name: Uh, Ubendastot GrandGoldenWorm. That way, we remember both his profession, dreams, and who dwarfed him just by his name!

15th Galena



"Is that *all* the ammo we've got left?" I said, horrified.

Peregarrett sighed. "I'm afraid so. The marksdwarves have some stuff in their quivers of course, but once it's gone it's gone. There's three goblin prisoners in cages that we haven't stripped, one of them might have another stack of usable bolts I suppose."

"Did you melt down the arrows?"

"Yeah, but I only managed to get a couple bars out of them. There isn't nearly enough metal in Soaplanterns to kit out a squad. I'm sorry, Mr Madushkubuk."

"Well, thank Kovest you got us to kill those elephants then," Ushrir said, coming up behind us. "Let's get 'em butchered so we can start making bone bolts."

"Is anyone out there now who shouldn't be?" I said. "No? Close the gate then." I prayed ogres weren't powerful enough to break bridges...



The bowmen were the first to arrive. Endok held his squad back until the last possible moment, wanting to expose them as little as possible to the elite bowman's fire.

The dwarves rushed up onto the wall and began to fire.

So did the elite bowman.

```
The Marksdwarf blocks The flying <<<*iron arrow*>>>!  
The flying <<<*iron arrow*>>> strikes The Marksdwarf in the left hand,  
tearing the muscle through the x(goliath tarantula silk left mitten)x!  
An artery has been opened by the attack!  
The flying <<<*iron arrow*>>> strikes The Marksdwarf in the upper body,  
tearing the muscle and bruising the liver through the (badger man leather  
cloak)?  
The flying <<<*iron arrow*>>> strikes The Marksdwarf in the lower body,  
bruising the muscle and bruising the pancreas through the *rhesus macaque  
leather leggings*!
```

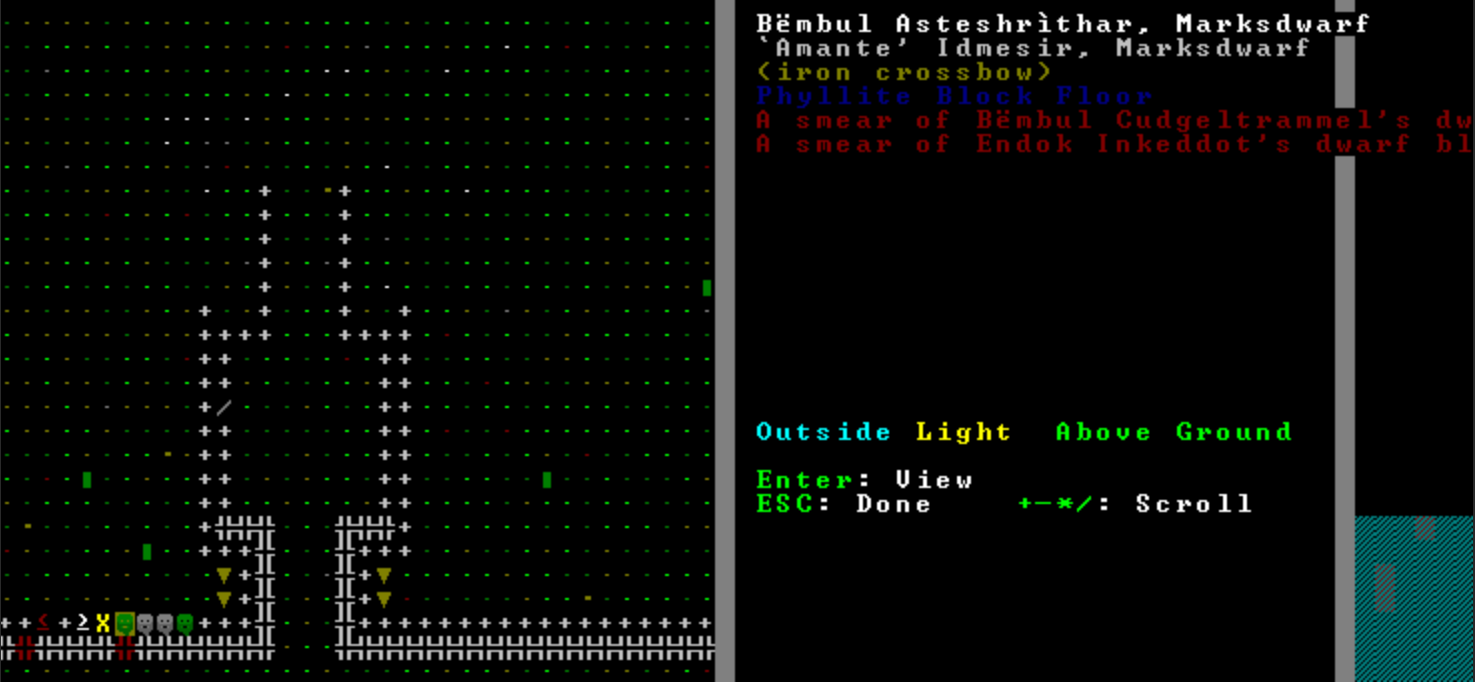


Endok staggered back and fell off the wall, landing harmlessly on his back on the ground below. He was in too much pain to get back up again. A hauler rushed to grab him and drag him below to where Dr Kosotham waited anxiously.

The goblin bowman got Bembul next, nailing her in the upper body. Someone shot the cave crawler out from under him, but Bosa sprang away unhurt. He was a good dodger. A bolt grazed his left hand but did no real damage. He raised his bow and fired, hitting Bembul again and breaking a rib. She screamed in agony and slumped onto the wall.

'Amante' Idnesir has become a Marksdwarf.

Amante stepped forward calmly and stood over the unconscious Bembul to return fire.



Melbil got hit next, in the upper body, dangerously close to the heart. He stumbled, gasping for breath.

The bowman squad deserted their leader now that his mount had fallen. Bosa rolled back and forth on the ground, easily evading the storm of bolts from the dwarves who as yet remained unhit. They were mostly novices; with Endok out of the picture he had little fear of them.

Unfortunately for him, marksdwarf-Muthkat was almost as good as Endok.

The flying <<*<iron arrow*>>> strikes The Marksdwarf in the upper body, tearing the muscle and bruising the heart through the <troll fur cloak>!
The Goblin Elite Bowman scrambles away from The flying <=elephant bone bolt=>!
The flying <*<elephant bone bolt*> misses The Goblin Elite Bowman!
The flying <<iron bolt*>> strikes The Goblin Elite Bowman in the upper body, tearing the muscle and fracturing the left floating rib through the <*<troll fur cloak*>>!

"Yeah! How do you like *that*, crundle breath?"

Bosa Ngebzounstô, Goblin Elite
"Bosa Dreadtin"

upper body
lower body
head
right upper arm
left upper arm Extreme Pain
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Bolts peppered the ground, and Bosa.



Incredibly, the hardy goblin began to crawl away, dragging himself over the rough ground by his one working arm. There were seventeen bolts in him when he finally bled to death, almost out of range.

The second squad, the swordsmen, were now at the gate. But they had no more ranged attackers, and they couldn't get in. As long as Soaplanterns' gate held, they were not a threat.

"We're out of bolts," Amante said breathlessly, coming back down the ramp with the badly injured Bembul in her arms.

Only three of ten dwarves had been injured in the shooting, but all three were serious injuries. And worst, Endok was down: our legendary bonecarver. The only other bonecarver of skill was just four years old, and I doubted anyone would be able to explain the concept of a crossbow bolt to him in words he could understand. Two dwarves with a little carving experience volunteered to have a go at making some bolts.

Elephant bone [64]

At least we had plenty of raw materials for them to practice on...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 25, 2011, 08:19:47 am**

By the way, why not use wooden bolts? Make safe underground tree farms, seed them with cavern spores...
Also, dry narrow moat around walls could help in catching hostile arrows for us to melt them

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 25, 2011, 08:24:53 am**

Oh jeez! This is a gripping read!
I love all these dwarves, seriously. I was on the edge of my seat thinking a bunch of 'em were gonna die! :o

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 08:28:03 am**

Re wooden bolts, we're not in the caverns yet and I am playing that element slow on purpose (I have plans).

We have two uses for wood: charcoal for smelting goblinite, and lye for soap. Well, three uses, since only about a quarter of the fortress have beds right now :x I'd prefer to use bone rather than wood for bolts if at all possible.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 08:32:10 am**

Awesome story you have here. It's being very entertaining to read.

Also, you must share your secret of effective marksdwarves with all of us. I already despaired of marksdwarf squads after seeing their horrible aim and suicide tendencies :/

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 25, 2011, 08:59:59 am**

Uh.
Then, meat industry! Breed sheep - they are high-grazers, they are shearable, they produce milk...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 09:04:15 am**

How to use marksdwarves without dying (excessively)

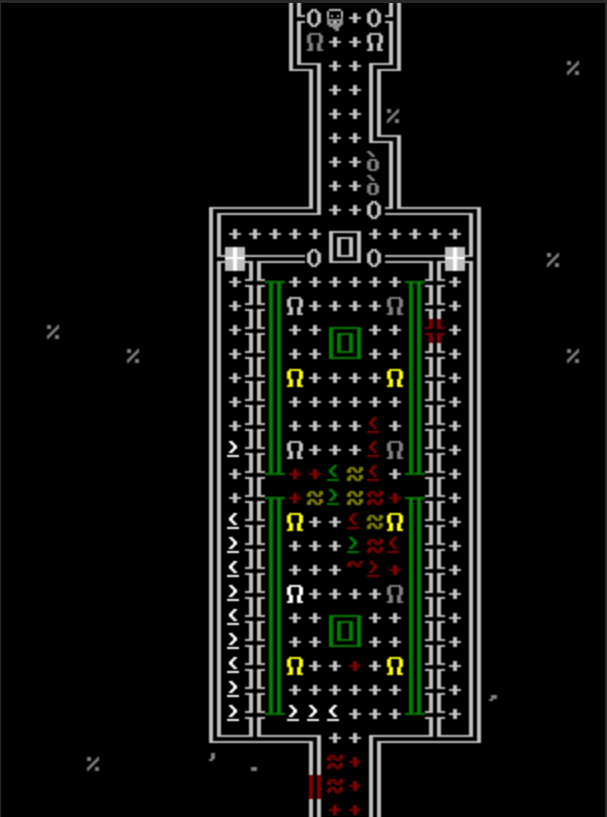
(this is not a Soaplanterns post)

Spoiler (click to show/hide)
There are two problems that marksdwarves have:

firstly, not shooting when they're supposed to be shooting
secondly, running off to melee the enemy instead of shooting them.

1.
A soldier dwarf will not engage an enemy unless he can see the enemy, and soldiers when stationed will not necessarily stand on the exact spot but merely "close enough" to it. This means if stationed next to fortifications marksdwarves will tend to stand around in a little cluster. In that case possibly only one or two of them are next to the fortifications and therefore in line of sight of the enemy. For best results force all the dwarves to stand next to the fortifications, either by making a one tile burrow and telling them to Defend Burrow, or more basically making it that there is nowhere else to stand, as in Soaplanterns. If they are all in LOS and have bolts in their quivers, they will all fire.
2.
A marksdwarf will run off to attack the enemy instead of shooting if he has no bolts and can path to the enemy. He may also run off to attack instead of shooting at other times, possibly if he has another skill higher than crossbow, I'm not sure. The simplest way to stop him doing this is just to lock him in his station point so that he can't path to the enemy. Then he will empty his whole quiver and finally just stand there quietly with no job when he's out of bolts.

Here's a pic of the Forgotten Beast Shooting Gallery in my other fort, Bellrings.



The green bridges can be raised and lowered to block LOS. The marksdwarves will be stationed behind the fortifications and the doors locked. In this case it is a precaution against being breathed on and contracting/spreading some horrible syndrome, not to force them to stay put, because obviously they should NEVER be able to path to a FB! But it works the same way, and if I put goblins in here freely and locked the marksdwarves in, they would have no choice but to shoot at the goblins.

(If you were wondering what the other small bridges are for, this room can be flooded with magma in case of deadly blood beasts - and so can the area where the marksdwarves are stationed if they DO get splashed with something evil while shooting. Yes I'm paranoid. 😊)

Marksdwarves gain most experience from shooting and hitting live targets. I am not even bothering to set up archery ranges because I suspect they will waste fewer bolts and skill up more just by shooting at sieges when they come. I also don't have to worry about training bolts versus combat bolts this way. As long as they have some bolts on them I don't care 😊

If you have enough marksdwarves i really doesn't matter that they are poorly skilled. With ten dwarves all shooting, *someone's* going to catch a bolt eventually. And it distracts the enemy and forces them to dodge all the time instead of fighting back. It took a long time for someone to hit Bosa the elite goblin but when he did get hit it really ruined his day. I think if I had had fewer dwarves shooting and distracting him he might have got a lot more kills.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 09:13:01 am**

That was instructive, thank you very much. I may have a new idea for my future training chamber. Also, does anyone know if soldiers assigned with both crossbows and melee weapons will use both?

Sorry about the OT derailment :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 09:29:55 am**

I don't think they'll use two weapons :(If you want them to double as melee fighters best to make them heavy crossbows out of steel or something and have them crosstrain as hammerdwarves. Then if they're going to start hitting things with the bows at least the bows should do some damage.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 25, 2011, 09:43:08 am**

Do we FREE the goblin prisoners,alfter stripping them?
We should kill them.To make bolts.If we can.

And we need a danger room.To train dwarves.AND we must make the the melee dwarves to pump some water,to increase their strenght.AND,when there are no ranged fighters,WE SHOULD KILL THEM BASTARDS DEAD.

we should make the larger room between the two small tunnels,A BRIDGE,with a PIT OF DEATH under it.alfter it,we should again have a bridge,that they couldnt get into the fortress.

Now,when they have gathered n the larger bridge,we just PULL THE LEVER,so they fall into the PIT OF DEATH.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 09:59:28 am**

[I freed the first one, for story purposes, but yeah, all the rest are just sitting there. I was gonna use them for live training for the Crystalline Oceans when I got around to building some sort of room for it. And we are NOT having a danger room. Mr Madushkubuk has very strong feelings on those.]

FPS: 100 <45> <<«*iron arrow*»>>>
This is a superior quality iron arrow. It is encircled with bands of giant toad bone, basalt and troglodyte bone.

"Oh, that's *nasty*," Ushrir said.

"I took two of those out of Endok," said Dr Kosotham, "and two more out of Bembul."

"Bosa?" I asked.

"Yes. Luckily for us he didn't get to fire more than half a dozen of these things in total."

"Is the second squad still outside?"

"Yes it is, why?"

It was autumn now; the goblins had been out there for at least a month. They were surely going to get bored soon, and I didn't want them to get away scot-free after the havoc Bosa had wrought. But it was taking a very long time to get the promised bone bolts; the elephant bones were just so huge and hard to work. "Can we send the marksdwarves out again," I said, "with whatever they've got left?" There *were* two more stacks of iron bolts we'd managed to glean from our bowman prisoners.

"I'm willing to have another go at it," Amante said. She was the one who had finally shot and killed the elite bowman. "It's not like they can shoot back, now Bosa's gone."

"Go for it then," I said.

"Hey! You'd best not be going back out there without me!" A dwarf pushed into our midst suddenly, growling irritably. "Who's got my bow? Where's my armor? Give me that!"

"*Endok*?" I said, astonished. "Aren't you supposed to be in bed?"

"Stuff that! One of those bastards got away with one of my best bolts. I'm gonna make 'em *pay*."

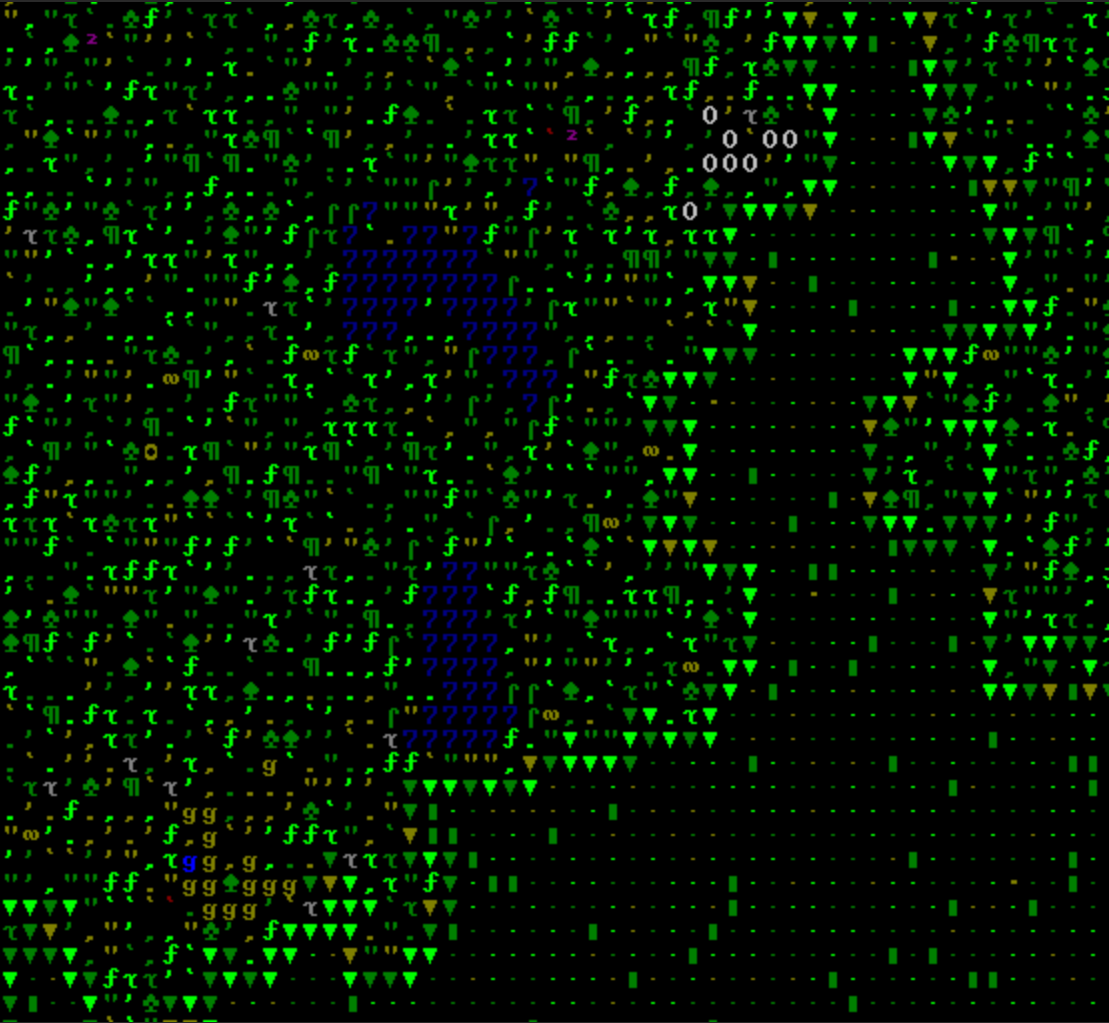
Endok Likotsacat has been quite content lately. He talked with a friend lately. He received food recently. He has suffered the travesty of art defacement. He received water recently. He was disgusted by a miasma lately. He admired a fine Furnace lately. He dined in a great dining room recently. He slept in a good bedroom recently. He made a satisfying acquisition lately. He has complained of thirst lately. He was caught in the rain recently. He has been satisfied at work lately. He has complained of the lack of a well lately. He admired own fine Bed lately. He sustained minor injuries recently. He was able to rest and recuperate lately.
He is a faithful worshipper of Sastres Piercescald the Culmination of Justices and a worshipper of Anam Lasttomes.
He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He is an enemy of The Oceanic Ghoul. He is the militia commander of The Fence of Limbs.
He is seventy-six years old, born on the 9th of Timber in the year 127.
His left hand is dented. His upper body is dented.
His eyes are ochre. He is muscular. He has a jutting square chin. He has a scratchy voice. His long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is braided. His short hair is neatly combed. His nose bridge is slightly convex. His somewhat tall ears are slightly flattened. His hair is buff. His skin is pale pink. His upper body bears a tiny straight scar. His left hand bears a tiny curving scar. His left lower leg bears a tiny curving scar.

The remaining marksdwarves hurried back up onto the wall.



In moments another mount was shot and killed--this time by Adil Kolathil--and the hammerlord who had been riding it was flung to the ground. The rest of the squad scattered in terror, leaving the hammerlord to look to himself as best he could. He ducked a couple of ill-aimed bolts and ran, without looking back.

Two enemy squads yet remained in our territory, and they were holding back: the pikemen and their ogre allies. We could only distantly see them, mustered on a low rise to the northeast of the fortress.



"Right," Endok said, stomping back indoors. "You're all bloody useless without me around, aren't you? Who the hell is that? Get out of my workshop!"

Endok Likotsacat, Marksdwarf Make bone bolts/R

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **May 25, 2011, 10:07:29 am**

I say practice up on our marksdwarfship on the prisoners...defenseless, perfect. If Amante can't be a hunter how's about a trapper? She just wants to kill things honestly. She did take joy in slaughter lately. Then when she is off-duty (if these sieges ever stop) she can trap things for food, tallow, leather, and bones. She'd be happy with that. I love the story though, thanks for writing. I'm partially tempted to do my own but uh...I'm bad at DF still haha. I haven't even gotten around to military things.

Edit: Woot! Killed the elite bowman. Amante rocks.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 25, 2011, 10:10:15 am**

Quote from: zephyr_hound on May 25, 2011, 09:59:28 am
And we are NOT having a danger room. Mr Madushkubuk has very strong feelings on those]

But can you atleast let Ushrir pump something?
Oh,and i would also like to see his relationships(friends/foes)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 10:27:22 am**

Whose relationships? Ushrir's a female. Madushkubuk?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 25, 2011, 10:32:19 am**

Quote from: zephyr_hound on May 25, 2011, 10:27:22 am
Whose relationships? Ushrir's a female. Madushkubuk?

Oops,sorry,wrong name >^>
i meant MY dorf.with mace.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 10:41:49 am**

Zon Dumatthad. He has no friends, just some passing acquaintances :(He is proficient in mace, shield, armor, fighter and dodger, and he's starting to pick up dabbling wrestler/biter/striker/kicker from combat demonstrations. He could definitely do with some pump training though, he's weak and flimsy :(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 25, 2011, 10:42:58 am**

Quote from: zephyr_hound on May 25, 2011, 10:41:49 am
he's weak and flimsy :(
JUST like me <^<

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 11:01:50 am**

[sure, a screw pump gymnasium for potential recruits sounds like a good idea. Oops, billybobfred, you didn't confirm Medtob in time so you're stuck with a girl migrant! She's kinda cool though]

Autumn, date various

The pike squad and ogres finally left our territory, without ever approaching any closer to Soaplanterns. I imediately lifted all movement restrictions so that we could rush out, claim Bosa's gear and all the lost ammo, and cut some more trees. One of the dead cave crawlers had rotted past the point of usefulness, but the other was still good. We butchered it for meat. Sadly it appeared that voracious cave crawlers did not yield bones but at least we could eat them. And I had eight units of voracious cave crawler tallow to experiment with...

Another group of migrants arrived on the 2nd Sandstone, bringing our population to a round hundred. Among them was another Soapmaker's Guild member. It seemed news of our success here had finally filtered back to the soapmakers in the mountainhome.

FPS: 100 <47> GrandGoldenWorm' Lolorgomath, "'Ubendastot GrandGoldenWorm' Le

'Ubendastot GrandGoldenWorm' Lolorgomath has been quite content lately. He is a worshipper of Id and a faithful worshipper of Anam Lasttomes. He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He is sixty-three years old, born on the 14th of Galena in the year 139. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is braided. His long hair is braided. He is average in size. He has very high cheekbones, and he has a jutting chin. His ochre eyes are round. His slightly flattened ears are very short. His nose bridge is slightly convex. His lips are slightly thick. His skin is cinnamon. He is almost never sick, tough and slow to tire. 'Ubendastot GrandGoldenWorm' Lolorgomath likes anhydrite, gold, red pyrope, wolf leather, the color orange, crossbows, greaves, alpacas for their jutting teeth and mountain goats for their surefootedness. When possible, he prefers to consume turkey, gutter cruor and dwarven sugar. He absolutely detests lizards. He has a great musical sense, but he has meager creativity. He can handle stress. He tends to avoid crowds. He is relaxed. He has a good awareness of his own emotions. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He has a menacing stare when he's angry. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

This dwarf, who had the rather astonishing name 'Ubendastot GrandGoldenWorm Letterlegends' was a novice to the trade, but eager to polish his skills. I had the pleasure of telling him there were 62 units of elephant tallow stored belowground awaiting attention. He brought with him a pet nanny goat, which pleased me as Nevyn already had a billy goat. I wondered idly how much tallow a goat would yield...

The other dwarf worthy of note was a novice mechanic and military tactician known as billybobfred.

FPS: 100 <49> obfred' Dodókgusil, "'billybobfred' Claspcooper", Mechanic

'billybobfred' Dodókgusil has been quite content lately. She is a worshipper of Kovest the Earth of Fortunes and a casual worshipper of Anam Lasttomes. She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She is fifty-two years old, born on the 4th of Hematite in the year 150. She is fat. Her sideburns are clean-shaven. Her very long moustache is arranged in double braids. Her very long beard is neatly combed. Her very long hair is tied in a pony tail. She has a jutting chin. Her lips are thick. Her nose bridge is convex. Her ears are slightly flattened. Her ochre eyes are slightly close-set. Her skin is raw umber. She is slow to heal and quite clumsy. 'billybobfred' Dodókgusil likes magnetite, black bronze, white chalcedony, the color olive, waves, windows and amulets. When possible, she prefers to consume mussel and rock clove liqueur. She absolutely detests lizards. She has a great sense of empathy, a sharp intellect and a sum of patience, but she has little natural inclination toward music. She is often sad and dejected. She is comfortable in social situations. She loves a good thrill. She is candid and sincere in dealings with others. She is willing to compromise with others. She is compassionate. When she's thinking, her body becomes very still. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 11:06:31 am**

Ah, what the heck, please dorf me if you have someone available, either a random military guy or a smith.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 11:10:42 am**

Got a gender preference, Lafiel?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 11:25:40 am**

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 11:32:17 am**

You know how most forts make bone crafts out of their vanquished foes? Goblin bone amulets and forgotten beast skull totems and all that?



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 25, 2011, 12:12:50 pm**

Dwarf please? Katana, swords, male :P

Also, love the story. It's a refreshing change from the generic embark-megaproject-elephants-die story that most go through.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 25, 2011, 12:29:09 pm**

Quote from: zephyr_hound on May 25, 2011, 11:32:17 am

You know how most forts make bone crafts out of their vanquished foes? Goblin bone amulets and forgotten beast skull totems and all that?

A screenshot of a game's inventory or status window, identical to the one above. It shows 'FPS: 100 (47)', 'voracious cave crawler soap', 'Weight: 1f', and 'Basic Value: 20%'.

Okay, that does it; this is officially so awesome that I wanna play too.
Would like a dwarf called Vudnis - no gender preference - kind of a confusing person but prone to occasional flashes of weird insight. I am not sure if this character is a beekeeper or a strand extractor or what, but I think it's something that's only useful in very specific circumstances - your choice! Character wouldn't mind some military cross-training, but is probably more at home defending the burrows than being a total badass... unless it surprises us. Then again, might end up an early draft pick due to perceived uselessness in a sort of hilarious twist on the usual fate of soapmakers...;)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **May 25, 2011, 12:31:14 pm**

This story is a wonderful read! Thanks for the work. I'd like to be dwarved, too, if possible. "mideg" shall be my name, and I'd like to be one of the marksdwarf heroes of Soaplantern, defending the guild (and securing new sources for creative soapmaking purposes! Yay)!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 01:11:09 pm**

[big dwarfin' update here LOL. I'm trying to match people as best I can.]

Mosus Ushateggut, Dog (Tame) has given birth to puppies.

Just as I had hoped, the female dog gave birth to three strong and exceptionally healthy puppies. I could see they would be gigantic and muscular when they grew to adulthood. Amante would have first pick of the litter.

One of the new migrants, Lafiel, was a skilled marksdwarf who had worked as a hunter before. I spoke to her about training a second marksdwarf squad.

Spoiler (click to show/hide)

FPS: 100 (49) Lafiel' Lolorrovod, "Lafiel' Letterarch", militia captain

'Lafiel' Lolorrovod has been quite content lately. She admired a fine Bridge lately.
She is a worshipper of Anam Lasttomes and a faithful worshipper of Anam Lasttomes.
She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She is the militia captain of The Fence of Limbs.
She is fifty years old, born on the 21st of Granite in the year 153.
She is incredibly skinny. Her very long sideburns are braided. Her very long moustache is arranged in double braids. Her very long beard is braided. Her medium-length hair is neatly combed. She has a prominent chin. Her ochre eyes are round. Her eyebrows are extremely short. Her nose bridge is slightly convex. Her ears are slightly flattened. Her head is somewhat broad. Her hair is amber. Her skin is brown.
She is incredibly quick to heal, strong and slow to tire, but she is quite susceptible to disease.
'Lafiel' Lolorrovod likes dacite, zinc, wood opal, shields, weapon racks and goblets. When possible, she prefers to consume molemarian, dwarven vodka and russet spice. She absolutely detests large roaches.
She has a very good sense of empathy, but she has little willpower.
She is slow to anger. She occasionally overindulges. She can handle stress. She is trusting. She is candid and sincere in dealings with others. She is not easily moved to pity. She is confident. She is organized. She is self-disciplined. She winks when she is nervous. Her tongue sticks out when she's trying to remember something. She needs alcohol to get through the working day. She doesn't really care about anything anymore.
A short, sturdy creature fond of drink and industry.

It would be called, we decided, the Oceanic Posts. The continued water theme felt lucky. A miscellaneous selection of dwarves were drafted into the new squad. We didn't have armor for all of them--in particular we were low on boots and leggings and had no leather left to make more--but with any luck the dwarven caravan would make it down here this year and I was hoping they might have some bins of leather to buy. What we didn't have was bolts for so many new marksdwarves, but Endok was working on that.

The dwarf formerly known as Melbil stated that he would like to be known henceforth as 'mideg'. Perhaps the sudden desire to change his name was related to the trauma he'd recently experienced at the hands of Bosa, I didn't know. He was healthy enough now anyway.

Spoiler (click to show/hide)

FPS: 100 (48)mideg' Gemsitvabôk, "'mideg' Pastimeorb", Marksdwarf

'mideg' Gemsitvabôk has been happy lately. He received water recently. He slept uneasily due to noise lately. He slept in a very good bedroom recently. He dined in a great dining room recently. He had a wonderful soapy bath recently. He sustained major injuries recently. He was able to rest and recuperate lately. He has been satisfied at work lately. He is a faithful worshipper of Sastres Fiercescald the Culmination of Justices and a worshipper of Sastres Fiercescald the Culmination of Justices. He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He is an enemy of The Oceanic Ghoul. He is fifty-nine years old, born on the 10th of Moonstone in the year 143. His upper body is dented. He is corpulent. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His short hair is neatly combed. His lips are very thin. His nose bridge is slightly convex. His ears are slightly flattened. His skin is dark tan. His upper body bears a tiny straight scar. His eyes are ochre. He is slow to heal. 'mideg' Gemsitvabôk likes cryolite, electrum, rose quartz, the color clear, breastplates, scepters, horses for their strength and creatures of evil for their macabre ways. When possible, he prefers to consume great barracuda, flounder, bumblebee mead and dwarven wheat flour. He absolutely detests fire snakes. He has a sharp intellect and a sum of patience, but he has poor empathy, a meager kinesthetic sense and little linguistic ability. He has a fertile imagination. He constantly strives for perfection. He gets distracted during conversations when he's nervous. He often greets others with a hug. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Sandstone was a good month for the military, in fact. Another dwarf , a new migrant who called himself Katana, came straight in the gate and asked to volunteer as a swordsdwarf.

Spoiler (click to show/hide)

FPS: 100 (49)na' Bâsenbesmar, "'Katana' Spraypulley", Furnace Operator

'Katana' Bâsenbesmar has been quite content lately. He admired a fine Furnace lately. He is a worshipper of Datan the Umbral Gorge and a casual worshipper of Sastres Fiercescald the Culmination of Justices. He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs. He is sixty-eight years old, born on the 21st of Granite in the year 135. He is short. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His short hair is neatly combed. His teeth are tangled. He has a prominent chin. His nose bridge is slightly convex. His ears are slightly flattened. His ears are somewhat tall. His skin is copper. His eyes are ochre. He is clumsy. 'Katana' Bâsenbesmar likes microcline, bismuth, red diamond, cow horn, the color lavender blush, mail shirts, amulets, crutches and large roaches for their ability to disgust. When possible, he prefers to consume white-spotted puffer and bumblebee mead. He absolutely detests oysters. He has a natural inclination toward language, a feel for music and willpower, but he has little patience and a very clumsy kinesthetic sense. He is often nervous. He is comfortable in social situations. He occasionally overindulges. He does not have a great aesthetic sensitivity. He finds helping others rewarding. He doesn't like to compromise with others. He is not easily moved to pity. He finds rules confining. He strives for excellence. When he's thinking, his body becomes very still. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I was surprised that so many dwarves were willing, no, eager to risk life and limb in this way, but then again Spraypulley was an odd fellow. I was sure I'd subsequently seen him in the food stockpile, talking to a large roach. Like, actually *talking* to it.

Peregarrett had been melting down the goblin bows we had stored, and had managed to scrape together another bar of precious iron. I authorized it to be made into a sword for Katana.

FPS: 100 (47)≡iron short sword≡

Weight: 2f Basic Value: 700*

In a bizarre twist it turned out our best weaponsmith was actually a *beekeeper* by profession. Vudnis Bluntswords had introduced herself as a high master beekeeper when she arrived a year ago, and since I had no interest in bees and no desire to acquire any (didn't they sting?), I had simply shrugged and told her to go and farm. Now she revealed that she was also an adept weaponsmith, although somewhat out of practice by now.

"Why didn't you say something about this before?" I said.

She shrugged. "You never asked?"

And I'd just written her name down for the second marksdwarf squad... Oh well. She'd probably be all right. Probably.

Spoiler (click to show/hide)

‘Uudnis’ Unâldastot has been happy lately. She slept in a good bedroom recently. She dined in a great dining room recently. She admired a fine Cage lately. She has been tired lately. She has complained of the lack of a well lately. She has been satisfied at work lately. She is a faithful worshipper of Ber the Irons of Gravel and a worshipper of Sastres Fiercescald the Culmination of Justices. She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She is eighty-five years old, born on the 18th of Galena in the year 118. She is very muscular. Her sideburns are clean-shaven. Her very long moustache is neatly combed. Her long beard is braided. Her medium-length hair is braided. Her slightly close-set ochre eyes are very round. She has a very high-pitched voice. Her lips are thick. Her nose bridge is slightly convex. Her cinnamon skin is wrinkled. Her ears are slightly flattened. She is very strong and slow to tire, but she is very flimsy and quite clumsy. ‘Uudnis’ Unâldastot likes cryolite, nickel silver, onyx, red-winged blackbird leather, pig tail fiber fabric, bolts, goliath tarantulas for their quick scuttling movement and sasquatches for their reclusive nature. When possible, she prefers to consume sheep and goblin punch. She absolutely detests lizards. She has very good creativity, but she has poor analytical abilities and bad intuition. She has a calm demeanor. She is slow to anger. She often feels discouraged. She is self-conscious. She can handle stress. She prefers that others handle the leadership roles. She loves a good thrill. She isn’t given to flights of fancy. She likes to try new things. She is candid and sincere in dealings with others. She is very willing to compare herself favorably with others. She lacks confidence. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 25, 2011, 01:45:57 pm**

I've finally been convinced to sign up instead of just reading.

This story has captivated me, and now I too wish to be a Soap Maker, if that pleases you.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 25, 2011, 01:52:32 pm**

LOL; thanks, that's just perfect!

Interesting deity names, btw... any chance we could get a worship list for our civ? I'm intrigued!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 01:55:19 pm**

bitterhorn: I recently edited the ~~second~~ third post in the thread to list all the gods of the Spattered Lantern :)

trigg, I shall find you a dwarf. Named trigg I assume? Gender preference?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 25, 2011, 01:56:49 pm**

No preference :3 Thankyou muchly, I shall be watching this like a hawk

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Keltiknight** on **May 25, 2011, 02:06:17 pm**

Could I be dorfed? Either military, or soapmaker, if possible, no gender preference, Keltik would be nice for the name, thanks.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 25, 2011, 02:07:58 pm**

Not true, I don't talk to large roaches >:(

Only spiders and demon rats.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 02:09:08 pm**

Squad leader? I hope you know what you're doing :o No dorf of mine has survived more than one year without being stabbed, dehidratated, metamorphed or glitched in some way. I dare you to break the spell ;D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 02:13:38 pm**

Quote from: katana on May 25, 2011, 02:07:58 pm

Not true, I don't talk to large roaches >:(

Only spiders and demon rats.

You *like* large roaches! I saw you in there! Don't lie!

...were... were you *feeding* it?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 25, 2011, 02:15:20 pm**

... um... no?

OH NOES I'VE BEEN DISCOVERED D :

I just noticed billybobfred is here too :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **May 25, 2011, 02:28:00 pm**

Ah, the macabre ways of evil creatures, always a pleasure to watch....

Are you sure that only my upper body is dented? It seems as if my brainbeard suffered as well.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 25, 2011, 02:52:45 pm**

Beards are immune to all damage. ALL DAMAGE.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **May 25, 2011, 02:54:19 pm**

Quote from: katana on May 25, 2011, 02:52:45 pm

Beards are immune to all damage. ALL DAMAGE.

Hm. Interesting. How did I shave my sideburns, then? :-)

Edith: Magma is the answer, of course....

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 02:56:50 pm**

Quote from: mideg on May 25, 2011, 02:54:19 pm

Hm. Interesting. How did I shave my sideburns, then? :-)

With another beard, duh.

...actually, I take it back. The mental image isn't pretty :S

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 25, 2011, 02:57:39 pm**

Quote from: mideg on May 25, 2011, 02:54:19 pm

Quote from: katana on May 25, 2011, 02:52:45 pm

Beards are immune to all damage. ALL DAMAGE.

Hm. Interesting. How did I shave my sideburns, then? :-)

Edith: Magma is the answer, of course....

You didnt. You merely removed the skin it was attached to your face by.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **May 25, 2011, 03:01:50 pm**

Quote from: trigg on May 25, 2011, 02:57:39 pm

You didnt. You merely removed the skin it was attached to your face by.

^
| this

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 25, 2011, 03:10:46 pm**

Is escaped lunatic the newb rank or something?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 25, 2011, 03:11:28 pm**

Seems to be.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **May 25, 2011, 03:16:03 pm**

Quote from: katana on May 25, 2011, 03:10:46 pm

Is escaped lunatic the newb rank or something?

At least I am, utterly and complete, in this forum a newbie. Shame on me. :-)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 25, 2011, 03:17:17 pm**

Quote from: mideg on May 25, 2011, 03:16:03 pm

Quote from: katana on May 25, 2011, 03:10:46 pm

Is escaped lunatic the newb rank or something?

At least I am, utterly and complete, in this forum a newbie. Shame on me. :-)

This here too, never was too convinced to post before this thread.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 25, 2011, 03:20:29 pm**

Ya never did sign up for secrettomb.

How'd we got so off-topic >_>

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 03:25:53 pm**

Those bars of soap are not for eating, guys 8)

Come on, I want to see you all on the range in five.

Ps: Wait, we have a range? I'll have to re-read again.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 25, 2011, 03:27:42 pm**

Newbs or non-newbs, We are all ~~soapmakers woodcrafters useless scum~~ equal in the eyes of Armok.

I'm waiting for something interesting to happen before I make another update. I did just have another moment of LAAAAG so hopefully something is around.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 25, 2011, 03:32:54 pm**

I sense darkness incoming.

Also, I have to congratulate you on the rythm of updates. Had never seen a community fortress with such a high tempo. You write faster than I could play...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **pregarrett** on **May 25, 2011, 03:41:45 pm**

By the way, did we have any human traders? They usually bring some of their-sized armor, that is just another source of metal... Also, anvils!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 25, 2011, 04:51:40 pm**

Do you have a captain of the guard yet? If not, I'd like to be possibly dwarfed as him. Male, recent immigrant if possible, profession name "Justicedwarf."

If you do this, please arm me with a wooden training sword so nobody gets too badly hurt from breaking mandates. :D

If you don't want a captain of the guard, or if you have one already and don't want to change it, please dwarf me as a metalsmith of some kind.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **dornbeast** on **May 25, 2011, 05:59:14 pm**

Quote from: zephyr_hound on May 25, 2011, 03:35:12 am

The two I don't really want to add currently are siege operators and hunters...because we can't afford to spend bolts on animals.

I'm tempted to suggest the arrival of a slightly insane dwarf who hunts animals with a spear. Or an axe. Or whatever you have handy, he's not picky.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 25, 2011, 11:13:10 pm**

Quote from: dornbeast on May 25, 2011, 05:59:14 pm

slightly insane dwarf

tell me,what dwarf is not?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 04:32:00 am**



fortifications were coming along slowly. The liaison looked up, and Endok waved cheerily at him through one of the apertures. The liaison paled a little.

"Mr Madushkubuk?"

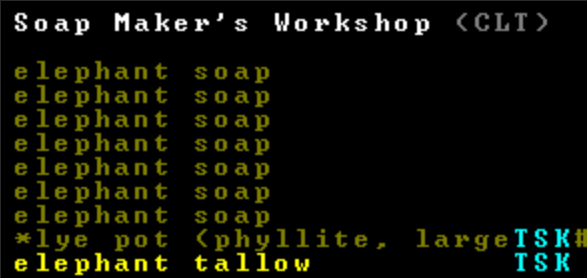


"Go away, I'm busy."

"But Mr Madushkubuk, you're wanted at the depot."

"Tell them I'll be there in a minute."

"Mr Madushkubuk, are you ready yet?"



"No! Look, you can't rush this sort of thing."

"But Mr Madushkubuk, it's the sixth of Moonstone now. They don't want to wait much longer."

"Look, just--go away and stop bothering me. Can't someone else do it?"

"I'll do it," said Led Lolorilid, the leatherworker.

"What did you get, Led?"

"Two pigs, a chicken, lots of leather..."

"Wait, you were buying *animals*? Why?"

"Because they're in metal cages," he said matter-of-factly. "A cage is big enough to yield a whole bar. If we melt those down that's three more copper bars for us. Oh yeah, I got four more steel bars, and some bins of leather, and a couple of pairs of bronze boots because half our soldiers are walking around without 'em. And I got the lye you wanted. And a steel anvil because that can be melted too."

That was a smart dwarf.

I went off to get a drink and take a quick break, came back and found someone else in my workshop.



"Who are you again?" I said, somewhat irritated.

"Um, trigg, sir. Is this all right, me being here? I thought I could be helpful..."

I eyed him for a moment, then picked up a bar of the soap and examined it closely.

"Hey, this isn't half bad. I didn't know you were a soaper. Well, carry on..."

We're going to need more soapmaking workshops, I thought. Maybe it's time to expand. Move the soapmaking industry below...

Spoiler (click to show/hide)

```
FPS: 100 (49) Alallolok, "'trigg' Bluntgranite", Woodworker

'trigg' Unallolok has been quite content lately. He dined in a great
dining room recently. He slept without a proper room recently. He has been
satisfied at work lately.
He is an ardent worshipper of Sastres Fiercescald the Culmination of
Justices and a faithful worshipper of Anam Lasttomes.
He is a citizen of The Spattered Lantern. He is a member of The Fence
of Limbs.
He is sixty-eight years old, born on the 23rd of Limestone in the year
135.
He is very skinny. His sideburns are clean-shaven. His medium-length
moustache is arranged in double braids. His very long beard is neatly
combed. His very long hair is tied in a pony tail. His teeth are tangled. He
has very high cheekbones, and he has a jutting square chin. His slightly
close-set ochre eyes are round. His nose bridge is slightly convex. His ears
are slightly flattened. His skin is cinnamon.
He is quite quick to heal, very rarely sick and slow to tire, but he is
flimsy.
'trigg' Unallolok likes periclase, steel, lavender jade, herring tooth,
the color spring green, moons, bucklers, weapon racks, rings and ballista
arrows. When possible, he prefers to consume red-winged blackbird and river
spirits. He absolutely detests lizards.
He has a questionable spatial sense and poor creativity.
He is socially crippled by thoughts that everyone is watching and
judging him. He occasionally overindulges. He can handle stress. He is very
friendly. He is relaxed. He admires tradition. He is candid and sincere in
dealings with others. He dislikes helping others. He is modest. He is not
affected by the suffering of others. He possesses great willpower. He needs
alcohol to get through the working day. He likes working outdoors and
grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.
```

25th Opal, mid-winter

"So much for your funny feeling, Vudnis," I said, as we stood on the ramparts and watched the merchant caravan winding away through the jungle.

"I'm sorry, Mr Madushkubuk. I guess I was wrong." She still looked worried though. If possible, more than before.

"Well..." I said, "we might as well let the Crystalline Oceans stay where they are now. They'll get fresh air that way, and if anything tries to get in to ambush us, the first thing it'll meet is a bunch of pissed-off soldiers." Ushrir had been grumbling about long patrol duty lately. "It was still a good idea, Vudnis."

Vabok Shovethakrul, a mason, gave birth to another child on the 10th Obsidian.

```
Alath Atisast, "Alath Stakefur", Dwarven Baby FPS: 100 (48)

Alath Atisast has been quite content lately.
He is the son of Vabok Mysterytin and Obok Flickeredgate. He is a
casual worshipper of Id, a worshipper of Anam Lasttomes and a worshipper of
Kovest the Earth of Fortunes.
He is a citizen of The Spattered Lantern. He is a member of The Fence
of Limbs.
He was born today, which makes him very young indeed.
He is incredibly muscular. His sideburns are clean-shaven. His very
long moustache is arranged in double braids. His very long beard is braided.
His long hair is arranged in double braids. His teeth are tangled. He has a
very narrow chin. His slightly protruding ochre eyes are slit. His nose
bridge is convex. His ears have nearly fused lobes. His nose is slightly
upturned. His skin is dark peach.
He is mighty and agile.
Alath Atisast likes conglomerate, trifle pewter, red pyrope, amber,
alpaca wool, war hammers, tables, rings, goblets, griffons for their
strength and prickly berries for their precise thorns. When possible, he
prefers to consume prickly berries and dwarven wine. He absolutely detests
blood gnats.
He has a great affinity for language, a deep well of patience and
willpower, but he has very bad analytical abilities and poor spatial senses.
He is self-conscious. He occasionally overindulges. He is not a
risk-taker. He has a profound understanding of his own feelings. He is
open-minded to new ideas. He sees others as selfish and conniving. He
doesn't like to compromise with others. He very rarely does more work than
necessary. He scratches his nose when he's trying to remember something. He
needs alcohol to get through the working day. He does not mind being
outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.
```

There were now nine children living in Soaplanterns.

Two days later, Fikod, the son of Urdim-and-Urdim, celebrated his first birthday. I had taken a particular interest in this little boy, the first native son of Soaplanterns. I was still thinking about the curse story, and the strange and unsettling artifacts we had had. Dwarves were beginning to move into the new bedroom suites down below now; if there was anything uncanny down beneath the aquifer, we were now much closer to it than before. Surely if there was anything wrong it would show itself in the children first. But Fikod, so far, was a perfectly normal child. That was comforting.

"Zephyr!" It was Nevyn, looking alarmed. "It's Momuz."

"What's wrong with her?" I said, getting quickly to my feet.



Spoiler (click to show/hide)

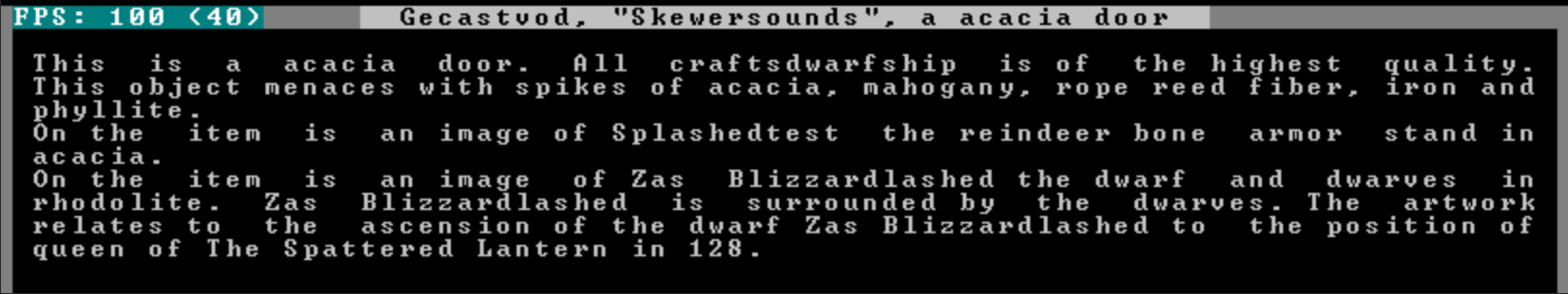
Whoops 😞 I accidentally the mayor in the middle of the meeting (she mandated fine pewter and I was like NOPE.jpg) so we don't get to request anything this year. Oh well.

Nope, we haven't had any humans yet, unfortunately our dear friends the Oceanic Ghoul sieged us through the summer so that put a stop to that. It's a shame because we really could have used the metal stuff they tend to bring. I think we're entitled to humans now, we've had very low fortress wealth for the first couple years because of low production (soap, I'm afraid is not worth very much usually) but it's climbing fast now. We're all getting luxurious 3x3 smoothed rooms with two cabinets and a bed eventually.

I will add a captain of the guard called Justicedwarf. I may just cheat on the mandates though, at least until we have a jail. I've had captain of the guards beat dwarves to death quite happily with adamantine hammers before, so I'm not entirely convinced a wooden sword will save lives 😞

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 07:10:14 am**

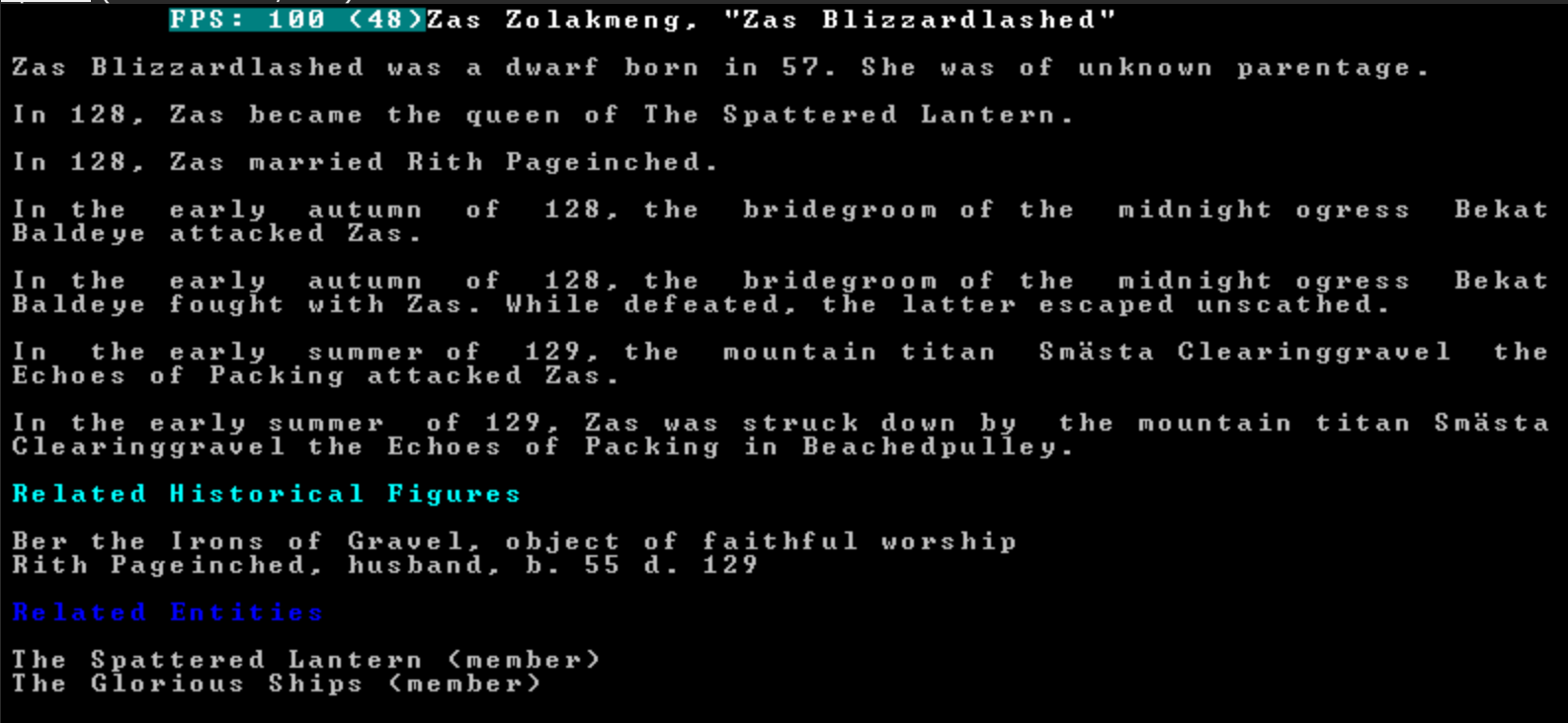
Momuz claimed the carpenter's shop, quickly found everything she wanted and set to work. The fortress went back to work around her, but everyone was nervous. Dwarves kept breaking off what they were doing to hang around the carpenter's shop, waiting to see what she would make.



"If there's a message here, I'm not seeing it," I said. "All right, there's an image of Splashedtest on it, which is slightly worrying, but then a picture of this Zas Blizzardlashed. I'm not too good with history, by the way--anyone know anything about her?"

"I know a bit," Dr Kosotham said.

[Spoiler](#) (click to show/hide)



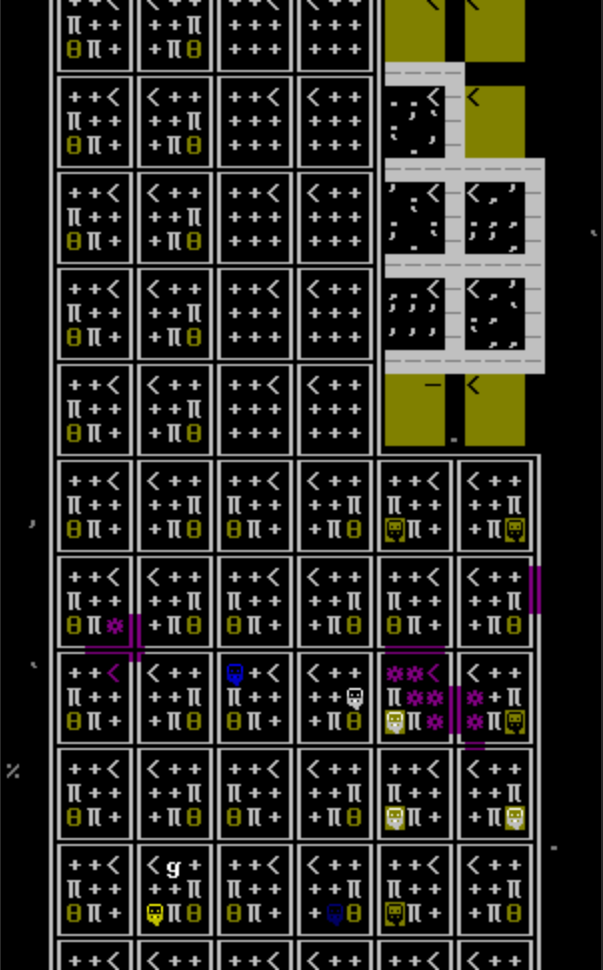
"So she was only queen for one year. That's kind of sad... But Smasta, that's a name we all know." An enormous quadruped composed of salt, Smasta Clearinggravel had terrorized our civilization ever since records began.

"Have you noticed how the artifacts that don't involve bone are a lot less disturbing?" Ushrir said. "If Skewersounds means something, I'm sure it will become apparent soon enough. Personally I think it's a perfectly normal door, and I'd be proud to have it in my bedroom. If my bedroom had a door. And if, for that matter, I *had* a bedroom. Madushkubuk, when are you going to do something about that?"

The meeting dissolved into general fortress management discussion.

The wet season arrived, and the beginning of our third year--was it really only three years we'd been here? It seemed like a lifetime.

Soaplanterns was getting more comfortable these days. The Great Hall still wasn't (either great, or a hall), but more and more dwarves were moving down into the phyllite layer as sets of rooms were completed. We now had 56 spacious bedrooms down there, with another fourteen to be made available as soon as the furniture had been constructed.



I wanted to rethink the Great Hall idea anyway. Nevyn had suggested a method for creating a fountain. That sounded even better than waterfalls!

Four dwarves of the second set of marksdwarves were still without bows. It wasn't as if we didn't have the bowyers available; I pinned up a pointed note in the dining room about making some wooden crossbows.

...



"Ushrir! Ushrir! There's *elephants* outside!"

"So what?" she said, bad tempered. "There's elephants all over this wretched jungle all the time. Why are you telling m--oh. *Right*. I see."

I smiled at her.

a	The Crystalline Oceans	Kill Elephant
b	The Seas of Silver	10
c	The Oceanic Posts	10

"I like this sword," Nevyn said.

'Nevyn' Alâthilir, Defense Expert has grown attached to a yak bone short sword!

"I mean, I really really do."

"You're the only one," Ushrir muttered. "That thing's just creepy."

"But seriously. It just feels really, really nice. And it's so light! You don't know what you're missing."



The barracks had recently been paved with phyllite, giving the soldiers a smooth stone block floor to practice on. A second sandstone bridge had been built and was being hooked up now, so that--with any luck and a bit of carefully timed lever-pulling--attackers could be trapped in the guard house. Then the marksdwarves could go up on the wall and shoot at them to their heart's content. Fish in a barrel.

"Hey," Nevyn said. "Check out my kung fu kick. Hiyah!"

'Nevyn' Alâthilir, Defense Expert Lead Kicking Demonstration

"Nevyn, what the hell is *kung fu*?"

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 26, 2011, 07:34:48 am**

Its a method of kicking Elves in the Ballsack, or at least were we think they have ballsacks...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 07:36:25 am**

Well, the one kill you got you killed him by kicking him in the brain, so you evidently know your stuff :)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 26, 2011, 07:45:53 am**

...
am i pumping :v?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 26, 2011, 07:51:56 am**

Glad to see I'm doing my bit for this legacy :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 26, 2011, 08:20:35 am**

Quote from: zephyr_hound on May 26, 2011, 07:36:25 am
Well, the one kill you got you killed him by kicking him in the brain, so you evidently know your stuff :)
EVEN BETTER!!!
Also are you saying that my Sword isn't cutting it... Pun was actually not intended...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 26, 2011, 09:02:37 am**

Please tell me we've already set up an in-fort well over one of the aquifer layers? :)

Better to weather out any upcoming sieges.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 26, 2011, 09:07:11 am**

Quote from: trigg on May 26, 2011, 09:02:37 am
Please tell me we've already set up an in-fort well over one of the aquifer layers? :)

Vudnis is definitely complaining about the lack of a well on the screenshot of her preferences page from yesterday, so... :/

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 26, 2011, 09:10:31 am**

Humbly request my first dwarfing. TapeNoot doesn't sound too dwarfy though..

How about Taup Caudata? Training is swimming and catapult-make-go-squishy would be highly appreciated. If anything amphibious shows up on map, let him have a somewhat unhealthy fascination with it.

Yes, this is a request to begin catapult building :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 09:19:26 am**

We've got an aquifer water source zone but no actual wells. Request noted.

edit: *Catapult*? I haven't built *catapults* since 40d! Oh all right. I hope they're more useful than they used to be.

edit 2: oh my god swimming training we have to have a swimming pool.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 26, 2011, 09:20:40 am**

Putting a Well at the Corners of the Fountain would be a nice addition too. But don't forget to set up the Hospital with a Well of its own...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 26, 2011, 09:25:48 am**

Well, I've never seen a catapult used in any fort I've read about. Nor any swimming dwarfs.

Considering the entire reason for this fort's existence is the usage of a certain hydrolysed fat, often shunned by dwarf-kind, why not bring in two other equally unused elements? :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 26, 2011, 09:28:23 am**

Make the fountain out of soap bars! :D :D :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **nanomage** on **May 26, 2011, 09:31:39 am**

How about new fancy rock nut soap?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 09:33:15 am**

Obsession with aquatic creatures is likely to lead to a swift death in Soaplanterns. We have hippos.

Loving the idea of a swimming pool though. I'm gonna try and figure out a way to fill it 4/7 reliably then drain it into the aquifer when done. It'll be so easy, all we gotta do is make a tunnel from the river with a couple floodgates and anti-hippo fortifications.

Re rock nuts, yes, waiting to get hold of some quarry bushes.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 26, 2011, 09:35:25 am**

Wouldn't aquifer source and draining into aquifer be easier/simple enough?

Look up liquid repeater, ignore the step connecting it to an external source, last I knew, it fills up the read end (the bit it calls the cistern) with 4/7 water.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 26, 2011, 09:36:30 am**

Ahhhh. I said -amphibious- not aquatic. Frogs, newts.... zombie amphibian men...

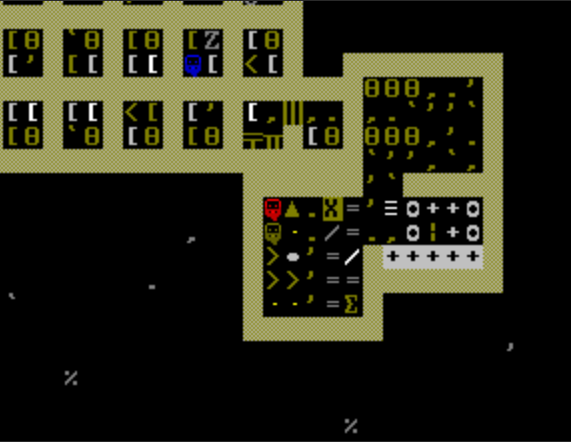
Much fun will be had ^^

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 10:07:45 am**

Quote from: TapeNoot on May 26, 2011, 09:36:30 am

zombie amphibian men

I have absolutely no idea what you're talking about, there are none of those round here :))



There, you e/ves. Wells. in my day we had muddy pools and we *liked* it

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 26, 2011, 10:10:17 am**

Some of us LIKE cleanliness. There's just never enough soap around for it.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 26, 2011, 10:15:58 am**

Zephyr: *cough*checkfourthpost*cough*cavecollapse*cough* :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 10:26:27 am**

[Nope, you must have been dreaming.]

Spring, date unknown

Urdim-and-Urdim gave birth to their second child some time in Slate, a little girl they decided to name Bomrek. A few days later, we recieved another group of immigrants from the mountainhomes.

"Excuse me. There's a problem."

"Oh dear. Yes?" I didn't know this dwarf; he must be one of the newcomers.

"Why haven't you got any catapults?"

"Any... *what?*"

```
'Taup Caudata' Edēmshigós, Fis
" 'Taup Caudata' Keypacked"
δ

Store Item in Stockpile
Novice Siege Operator
Novice Fighter
Novice Dodger
Dabbling Grower
High Master Fisherdwarf
Dabbling Negotiator
Dabbling Judge of Intent
Dabbling Intimidator
Dabbling Conversationalist
Dabbling Comedian
```

Spoiler (click to show/hide)

```

FPS: 100 <47>audata' Edēmshigós, "Taup Caudata' Keypacked", Fisherdwarf

'Taup Caudata' Edēmshigós has been quite content lately. He has been
satisfied at work lately.
He is married to Asmel Manlens. He is a dubious worshipper of Id and an
ardent worshipper of Id.
He is a citizen of The Spattered Lantern. He is a member of The Fence
of Limbs.
He is seventy-four years old, born on the 13th of Granite in the year
129.
He is very fat. His sideburns are clean-shaven. His very long moustache
is arranged in double braids. His very long beard is braided. His very short
hair is neatly combed. His ochre eyes are round. His nose bridge is convex.
His ears are slightly flattened. His skin is peach.
He is very slow to tire, but he is slow to heal.
'Taup Caudata' Edēmshigós likes shale, steel, schorl, shields, slabs
and chimeras for their terrifying features. When possible, he prefers to
consume penguin and dwarven ale. He absolutely detests blood gnats.
He has very good intuition, but he has an iffy sense for music.
He doesn't often experience strong cravings or urges. He enjoys the
company of others. He appreciates art and natural beauty. He likes to try
new things. He is open-minded to new ideas. He doesn't like to compromise
with others. He is immodest. He scratches his ear when he's trying to
remember something. He needs alcohol to get through the working day. He does
not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

```

"Look," I said, "if you have any idea how to build a catapult, you're welcome to attempt to do so. In the meantime I'm going to go and make some soap."

Siege Workshop
Waiting for construction...

Spoiler (click to show/hide)

Well, that was convenient. He looks just about a perfect match, doesn't he?

NEWSFLASH: SOMETHING INTERESTING IS HAPPENING AT LAST also some dwarves may be about to die

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 26, 2011, 10:29:48 am**

There's no problem that can't be solved with enough catapults. Probably.

Also, FB or similar?

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: zephyr_hound on May 26, 2011, 10:33:18 am

Not quite that exciting, I'm afraid.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: TapeNoot on May 26, 2011, 10:41:24 am

I'm liking where this is going :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 10:58:34 am**

Some time in Felsite

"Elves again, Mr Madushkubuk."

"Again?" I said. "Are they running?"

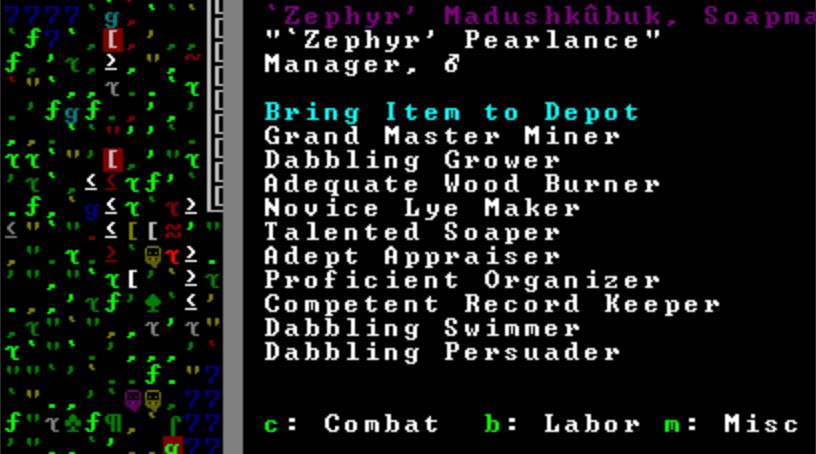
"No, actually," Amante said. "There's four of them with pack animals. They don't seem alarmed."

Perhaps the elves had gotten over their fear of the Lonely Jungle, seeing how successful we'd been here. I stood up. "Wait. Have we actually *got* anything to trade?"

We didn't, actually, aside from food and soap, neither of which I was inclined to offer to elves. The corpse of Bosa Dreadtin, now rotted to a skeleton, still lay outside our gates; I told some dwarves to go and salvage what remained of his gear. In fact--no--I'd go out there myself as well, get the job done faster.

I hadn't been aboveground for a while, and ooh that sun was strong. It stung my eyes.

Udib the cheese maker screamed suddenly. "*Ambush!*"

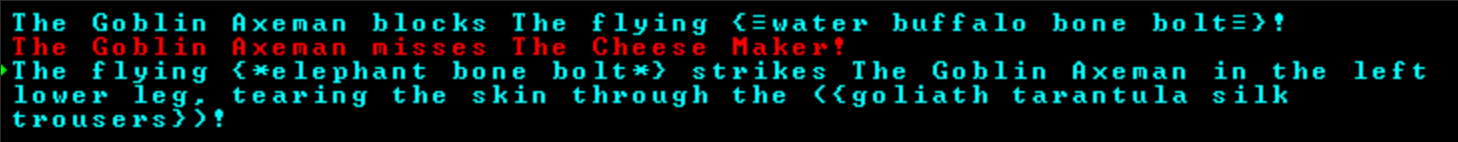


What had looked like piles of dirt and vegetation to my dazzled vision suddenly erupted, revealing a group of goblin swordsmen, led by an axeman.

"Ushrir!" I yelled, dropping the troll fur shoe I'd picked up. "*Ushrir, help!*"

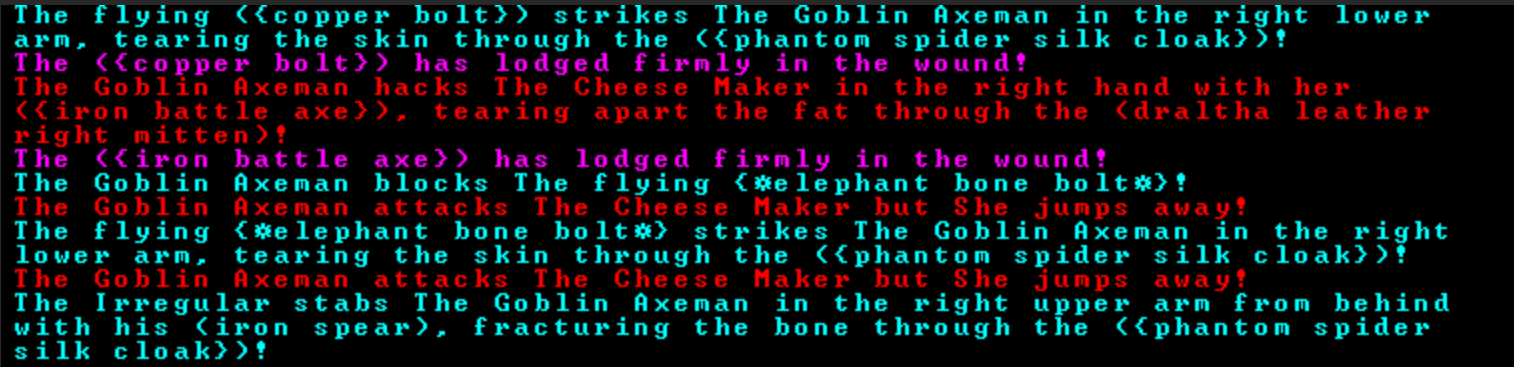
We scattered. I didn't see what happened next; I heard Udib gasping behind me as she ran, and the growl of the axeman as he swung at her and missed. Then I tripped, and found myself flat on the ground, staring up at Adil Koladkil.

"I don't think so," the marksdwarf said coldly, raising her crossbow.



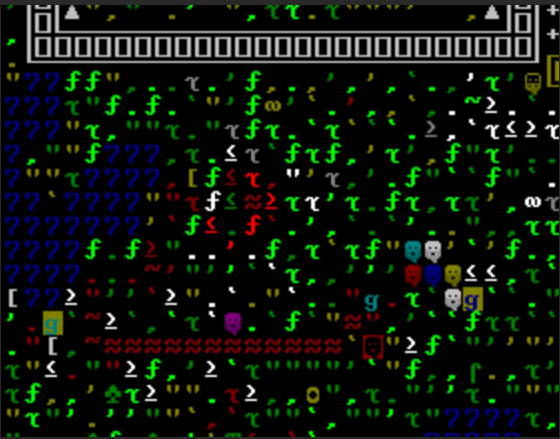
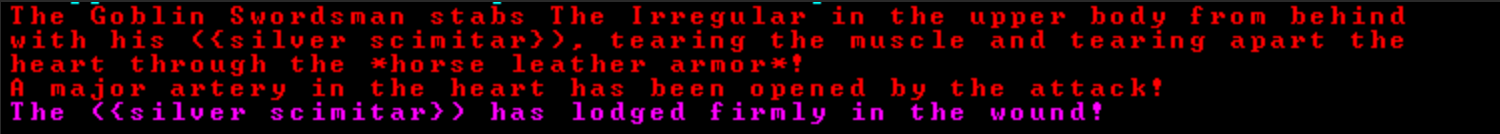
The goblin grunted in pain, then swung again, intent on his target. Udib raised a hand in desperation to defend herself, and the axe bit deeply. She screamed in pain.

"Hold on!" A thunder of approaching feet as the Crystalline Oceans rushed out of the gate. "We're here!" Ushrir shouted. "Get back to the fort!"



I saw what was about to happen to her, and I knew there was nothing I could do to stop it. She was focused on taking down the axeman who threatened Udib, to the exclusion of all else. I shouted anyway, to try to warn her about the swordsman rising up behind her.

She never heard.



Ushrir Tobulurist Thebildebish Dôbar, Irregular has bled to death.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 26, 2011, 11:00:41 am**

What is katana's relationship with trigg?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 26, 2011, 11:07:53 am**

Quote from: katana on May 26, 2011, 11:00:41 am

What is katana's relationship with trigg?

"Worrying"

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 26, 2011, 11:13:58 am**

Oh dear.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **NightS** on **May 26, 2011, 11:22:30 am**

This is reaaaallyinteresting, following it :3

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 11:30:32 am**

Some time in Felsite, cont.



Another of the goblins had chased three terrified farmers to the edge of the river: brewer Thikut Hallequal, presser Dodok Spikeglove and butcher Goden Inktools, who still carried her helpless young baby. They were alone, far from the fort.

"He's only one, and we're three," Thikut said through clenched teeth. "Why the hell are we running?"

The goblin blinked at them, surprised by their sudden change in attitude. He raised his silver scimitar.

"Get him!" Thikut said.

→The Recruit attacks The Goblin Swordsman but He jumps away!

The three dwarves tackled the goblin with a courage born of desperation.

Thikut was cut down almost immediately. The goblin swung at Dodok next, cutting her head and then her right upper arm; she stumbled away dizzily. Only Goden and her baby were left. The goblin grinned as he turned towards her. Sobbing, Goden did her best to fend him off and shield her baby, but it was to no avail.

```
<<silver scimitar>>, tearing the muscle and bruising the liver through
the <giant mole leather cloak>?
An artery has been opened by the attack!
The Goblin Swordsman slashes The Recruit in the left upper leg with his
<<silver scimitar>>, fracturing the bone through the <giant mole leather
cloak>?
A motor nerve has been severed and a tendon has been torn!
>Goden Likotlör, Recruit has bled to death.
```

The screaming infant tumbled from his dead mother's arms. The goblin stabbed downwards, once.

Then Nevyn arrived, along with the remainder of the Crystalline Oceans. The lone swordsman saw them coming and tried to run. They got around him, herded him back towards the fortress. Where the grim-faced marksdwarves waited, spread along the walls.

```
The <bronze battle axe> has lodged firmly in the wound!
The Irregular twists the embedded <bronze battle axe> around in The
Goblin Swordsman's lower body!
The Goblin Swordsman blocks The flying <≡water buffalo bone bolt≡>?
The Goblin Swordsman loses hold of the <<troll fur shoe>>.
The Goblin Swordsman loses hold of the <<troll fur sock>>.
The Irregular hacks The Goblin Swordsman in the right upper leg with her
<bronze battle axe> and the severed part sails off in an arc!
The Goblin Swordsman falls over.
The Irregular hacks The Goblin Swordsman in the left lower arm with her
<bronze battle axe>, tearing apart the muscle through the <<troll fur
cloak>>?
A motor nerve has been severed!
>The Goblin Swordsman loses hold of the <<silver scimitar>>.
```



Katana spat on the corpse as he straightened up. "*That's* for Ushrir. Scum."

```
FPS: 100 <46> The Kills of 'Katana' Bâsenbesmar

Two Kills

Amxu Blackroasted the goblin, d. 204
Gozru Spinemaligned the goblin, d. 204
```

It was the 28th of Felsite.

[Spoiler](#) (click to show/hide)

Katana has no current relationship with trigg, not even passing acquaintance. AGH my window just blew open and spewed rain all over my laptop. Also I think I just heard thunder. May have to call it a day for today.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 26, 2011, 11:42:33 am**

Damnation. Well, ambushes are bound to work well (for the goblins) from time to time, I guess. We'll get back to them.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 26, 2011, 11:45:26 am**

I could fairly easily avoid events like this by just never letting anyone outside, but that would be *boring*.

I'm pissed about Ushrir though. She was by far the best soldier we had :\

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 26, 2011, 11:51:09 am**

Yeah, thats a shame to lose. Feel free to have me as a backup warrior if needed. Crossbows are always welcome.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 26, 2011, 12:49:44 pm**

Awesome, I has kills. What are my skill levels?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 26, 2011, 12:55:16 pm**

Quote from: zephyr_hound on May 26, 2011, 05:29:38 am
I will add a captain of the guard called Justicedwarf. I may just cheat on the mandates though, at least until we have a jail. I've had captain of the guards beat dwarves to death quite happily with adamantine hammers before, so I'm not entirely convinced a wooden sword will save lives :(

Cheating on mandates is fine; I'd mostly like to be able to beat up the tantrum-throwers. I wouldn't waste metal on cages and chains, though... ropes work fine for jails, and also afford the opportunity for jailbreaks. Put a rope next to a well so they don't die of thirst and let the justice begin!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 26, 2011, 01:11:11 pm**

I'm wondering what we plan to do with all this soap. Is it an income source? a building material? a way to save our troops? Or all of the above?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 26, 2011, 01:17:23 pm**

We want to pave the HFS with soap. Clean clowns!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 26, 2011, 01:20:44 pm**

Why stop at HFS? PAVE THE MAP. BUILD WITH IT.

... Mod it for making weapons out of.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 26, 2011, 01:30:16 pm**

Quote from: katana on May 26, 2011, 01:20:44 pm
Why stop at HFS? PAVE THE MAP. BUILD WITH IT.

... Mod it for making weapons out of.

If you decide to mod soap to make weapons out of, give me a soap spear as my Guard Captain weapon. I'm begging you.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 26, 2011, 01:31:42 pm**

Imagine a fort where soap could make food, weapons, armor, mechanisms etc.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **billybobfred** on **May 26, 2011, 02:17:53 pm**

Ahem. (<http://www.bay12forums.com/smf/index.php?topic=85309.0>)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Andal** on **May 26, 2011, 06:20:40 pm**

Been loving this so far! The merry fascination with soap plays such a wonderful counterpoint to the blood and gore of a standard fortress.

Could I get dorfed at some point, preferably as a male woodburner or lye-maker, with the same name as me?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Geb** on **May 26, 2011, 06:50:42 pm**

One more dwarf request. I'd like to claim one of the cooks that supplies the noble soapmakers guild with tallow, please. Other food or soap related duties are fine alongside the cooking. Once the soapmaking industry expands, have them start learning that too in their

spare time.

Name them Tannen if male, or Geb if female.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **May 26, 2011, 07:40:36 pm**

Aww, cute. I have another ikkle baby.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **somebody** on **May 27, 2011, 12:24:47 am**

Dwarf me as a military dwarf please, preferable not meat shield class.

If I cannot be a military dwarf I'll take anything else.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DeKaFu** on **May 27, 2011, 12:29:18 am**

Just for fun, could I request a dagger-user? (That's possible, right?)
Preferably female, named "Velg".

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 03:47:59 am**

Summer

While collecting the bodies of the fallen, Bembul the marksdwarf was attacked by a snatcher who sprang from hiding.

The Goblin Master Thief stabs The Marksdwarf in the upper body with his <<large copper dagger>>, bruising the muscle and bruising the liver through the <troll fur cloak>!

Unimpressed, she shot him in the foot. The goblin screeched in rage and stabbed her again, targeting the exact place where she had been wounded by Bosa a year ago. She screamed and fell to the ground with a re-broken rib, and the snatcher limped away cursing. Dr Kosotham would have yet another patient, and he wasn't even done with Udib or Dodok yet. At least Udib's hand injury was minor. Dodok the presser had lost the use of her arm.

Medtob came out to bring Bembul to the hospital. The bodies of the four fallen dwarves were brought in and laid gently on the grass, awaiting proper burial. Our best mason was a dwarf named Etur Ritharathel, a recent migrant. I asked her to do the necessities.

It was a reminder to finally do what I'd been intending to do for over a year, and dig out a proper resting place for the bodies of the three dwarves who had been interred in wooden caskets. Their remains were reburied in stone.



On the 13th Hematite, Yem gave birth to her second child, a boy.

A week later, a new small group of just seven migrants arrived, bringing Soaplanterns' population back to 131. They brought with them the usual miscellany of livestock and pets.



Spoiler (click to show/hide)

FPS: 100 <46> Stray Rock Worm <Tame>

A large subterranean herbivore that browses the foliage in underground caverns. It can be milked to create a high value foodstuff and may also be trained by dwarves as a pack animal.

He is very muscular and just gigantic overall. His skin is dark blue.

As the domesticated cow is to the wild aurochs, so the rock worm is to the voracious cave crawler. Although gentle, it will slap with its tail if threatened, and can do a lot of damage this way. It is a fairly demanding grazer. Both genders are milkable for rock worm essence, which can be further processed into rock worm spice.

8th Malachite

"Snatcher! Snatcher!"



A goblin thief had been spotted in the pastures, right beside a young racing snail. The snail surged away, huffing in alarm. Dwarves dropped what they were doing as Soaplanterns' entire militia descended on the hapless thief. There were half a dozen marksdwarves aboveground, and bolts flew in all directions.

The flying <≡elephant bone bolt≡> strikes The Goblin Thief in the right hand, tearing the skin through the <<troglogyte leather right glove>>!
The <≡elephant bone bolt≡> has lodged firmly in the wound!
The flying <≡elephant bone bolt≡> strikes The Goblin Thief in the right cheek, tearing it through the <<cheetah leather cloak>>!
The <≡elephant bone bolt≡> has lodged firmly in the wound!
The flying <≡elephant bone bolt≡> strikes The Goblin Thief in the lower body, tearing the skin through the <<cheetah leather cloak>>!
The flying <+elephant bone bolt+> strikes The Goblin Thief in the left upper arm, tearing the skin through the <<cheetah leather cloak>>!
The <+elephant bone bolt+> has lodged firmly in the wound!
The Irregular strikes at The Goblin Thief but the shot is parried!
The Goblin Thief counterstrikes!
The Goblin Thief strikes at The Irregular but the shot is blocked!
The flying <*elephant bone bolt*> strikes The Goblin Thief in the lower body from the side, tearing the muscle and bruising the guts through the <<cheetah leather cloak>>!
The flying <<silver bolt>> strikes The Goblin Thief in the right lower arm, tearing the muscle through the <<cheetah leather cloak>>!
The flying <<iron bolt>> strikes The Goblin Thief in the left upper leg.



By some miracle, no civilians got caught in the crossfire.

"Count the children," I ordered grimly. None were missing. "How in Kovest's name did a goblin get past *all* of you? Weren't you in the barracks?"

"Zon and I were," Momuz said unhappily. "We were sparring. But we never saw him..."

Dogs, I thought. That's what we need--dogs. Amante's right. But the three puppies we had still weren't big enough to train. We'd have to wait it out until then.

Shortly afterwards, another snatcher was spotted--this time in the barracks. He made a break for it, stupidly running deeper into the fort instead of back out through the barracks. Bolts spewed at him from all sides. Most of them missed; Ahra was the one who chased him down and finished him with a spear to the brain.



I had hoped to see some human characters this year, but summer gave way to autumn gave way to sign of them.

FPS: 100 (45)

Izoluth, "Tulon Canyoncombat", Dwarven Child

Tulon Tobulzoluth has been unhappy lately. She slept in a very good bedroom recently. She admired a fine Floor Hatch lately. She has lost a sibling to tragedy recently. She has lost a mother to tragedy recently. She dined in a great dining room recently. She admired own fine Cabinet lately. She slept in a great bedroom recently. She was irritated by the sun lately. She has been satisfied at work lately. She was caught in the rain recently. She is the daughter of Goden Inktools and Mosus Kindleracks. She is a worshipper of Kovest the Earth of Fortunes and an ardent worshipper of Anam Lasttomes. She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She is eleven years old, born on the 22nd of Slate in the year 192.

The fortress's wounds had healed a little with time, but the death of Ushrir left a hole in our defenses that would not easily be filled. I called the Crystalline Oceans to a meeting.

"We lost five dwarves to that ambush, four of them defenseless civilians. I don't need to tell you this is unacceptable. We cannot afford to take these sorts of losses."

"We can't be everywhere at once," Ahra said angrily. "If Ushrir had only had a breastplate--"

"I know! But look, we have a total of twelve weapons grade metal bars in this whole fort, and half of those are silver! What do you want me to do?"

"Build us a danger room," Momuz said.

"We are not having a danger room."

"What have you got against danger rooms, anyway?"

"I don't want to talk about it. Look, there's got to be another way to give you people some weapons experience."

"Well, what about the prisoners?" Katana said.

The prisoners. We had ten goblins in cages, taking up space and resources. Surely a weaponless, naked goblin couldn't do much damage even against unskilled recruits.

Woodworker 'somebody' Gidthurtekkud, who was skilled with an axe, was drafted in as the militia captain of the Crystalline Oceans. She wasn't Ushrir, but she was the best of the non-drafted dwarves. Oddom Dedukmeng, an engraver, had used a mace before. A third dwarf, Velg Litastmuzish, expressed an interest in learning to use a dagger; after all, we had several of them just lying around gathering dust. That brought the Crystalline Oceans up to nine dwarves.

Spoiler (click to show/hide)

FPS: 100 (39)

Gidthurtekkud, "'somebody' Graspedpick", Irregular

'somebody' Gidthurtekkud has been happy lately. She dined in a great dining room recently. She slept in a very good bedroom recently. She has been satisfied at work lately. She had a wonderful soapy bath recently. She took joy in slaughter lately. She is a worshipper of Kovest the Earth of Fortunes and a worshipper of Sastres Fiercescald the Culmination of Justices. She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She is an enemy of The Oceanic Ghoul. She is the militia captain of The Fence of Limbs. She is seventy-five years old, born on the 20th of Hematite in the year 129. She is tall and belarded by great hanging sacks of fat. Her very long sideburns are braided. Her very long moustache is arranged in double braids. Her very long beard is neatly combed. Her very long hair is tied in a pony tail. She has a jutting chin. She has a very high-pitched voice. Her slightly close-set ochre eyes are round. Her nose bridge is slightly convex. Her ears are slightly flattened. Her nose is somewhat short. Her hair is brown. Her skin is peach. She is almost never sick, agile and slow to tire, but she is really slow to heal. 'somebody' Gidthurtekkud likes jet, pig iron, chrysocolla, the color red, crossbows, statues, coins and jabberers for their frightening beaks. When possible, she prefers to consume mackerel and glowcap brandy. She absolutely detests cave spiders. She has a lot of willpower and a good intellect, but she has a meager ability with social relationships. She is always tense and jittery. She rarely feels discouraged. She is somewhat reserved. She lives for risk and excitement. She does not have a great aesthetic sensitivity. She is candid and sincere in dealings with others. She would never shy away from an opportunity to say she is better than somebody else. She scratches her nose when she's trying to remember something. She needs alcohol to get through the working day. She is getting used to tragedy. A short, sturdy creature fond of drink and industry.

FPS: 100 (46)

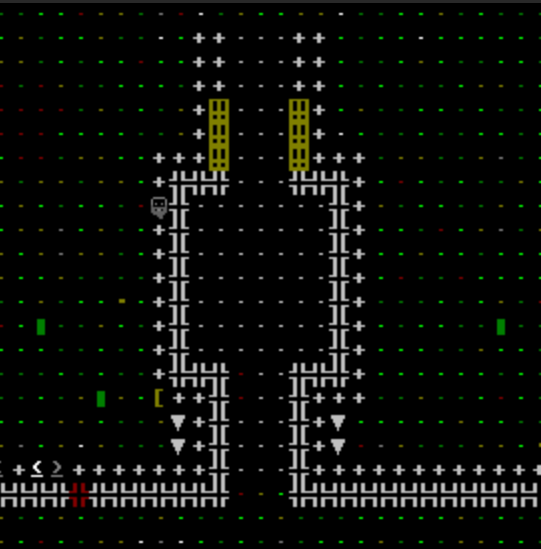
Litastmuzish, "'Velg' Torchmartyred", Irregular

'Velg' Litastmuzish has been ecstatic lately. She had a truly decadent drink lately. She admired a fine Cage lately. She slept without a proper room recently. She had a wonderful drink lately. She dined in a fantastic dining room recently. She had a legendary drink lately. She was disgusted by a miasma lately. She has been satisfied at work lately. She is an ardent worshipper of Kovest the Earth of Fortunes and a casual worshipper of Anam Lasttomes. She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs. She is an enemy of The Oceanic Ghoul. She is seventy-two years old, born on the 28th of Hematite in the year 131. She is corpulent. Her sideburns are clean-shaven. Her very long moustache is arranged in double braids. Her medium-length beard is braided. Her hair is clean-shaven. She has a jutting chin. She has a scratchy voice. Her slightly flattened ears are short. Her nose bridge is slightly convex. Her skin is burnt umber. Her eyes are ochre. She is very slow to tire and rarely sick, but she is very slow to heal and very weak. 'Velg' Litastmuzish likes slade, brass, chrysoprase, giant penguin leather, amber, the color lilac, shields and thrones. When possible, she prefers to consume steelhead trout, sunshine and whip vine flour. She absolutely detests mussels. She has a poor memory. She is very quick to anger. She almost never feels discouraged. She is assertive. She is not a risk-taker. She has a fertile imagination. She is completely uninterested in art. She does not go out of her way to help others. She chews her lips when she gets excited. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather. A short, sturdy creature fond of drink and industry.

"Ready?"



"Ready!" Nevyn yelled.



Rakust Atíresesh, Metalcrafter Pit/Pond Large Animal

≡iron short sword≡, tearing apart the muscle!
A motor nerve has been severed!
The ≡iron short sword≡ has lodged firmly in the wound!
The Irregular stabs The Goblin Bowman in the left hand with her <steel
spear> and the severed part sails off in an arc!
The Irregular stabs The Goblin Bowman in the left upper leg with his
<iron spear>, fracturing the bone!
A tendon has been torn!
The Irregular scratches The Goblin Bowman in the right upper arm, tearing
the muscle!
The Defense Expert stabs The Goblin Bowman in the right upper leg with
his ingizbērûl Gasís Olthez, tearing the muscle!
The Irregular stabs The Goblin Bowman in the left upper leg with his
<iron spear>, fracturing the bone!
A tendon has been torn!
The Irregular stabs The Goblin Bowman in the upper body with his ≡iron
short sword≡, tearing the muscle and tearing apart the left lung!
The Goblin Bowman is having trouble breathing!
The ≡iron short sword≡ has lodged firmly in the wound!
The Goblin Bowman gives in to pain.

"All right, chuck us the next one!"

12th Limestone

"That went quite well, I thought," I said. "Except for the master thief who managed to escape, of course. But marskdwarf-Muthkat shot him, so we still won."



"Let's put some cage traps back up at the gate," said Medtob. "That should stop the snatchers, and give the soldiers more practice material. billybobfred's a decent mechanic, she can make us some more mechanisms."

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 27, 2011, 03:56:25 am**

I approve the redecoration of the gate barracks. 8)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 03:57:27 am**

Yeah, looks good in red doesn't it?

Katana is Dabbling Swordsdwarf/Shield User/Wrestler, Competent Armor User/Biter/Dodger, Skilled Fighter. He arrived with decent

unarmed skills, I haven't specifically been training him in Biting :))

Still waiting for a good Justicedwarf candidate. Dwarfing requests of Andal and Geb/Tannen have been noted.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 27, 2011, 04:14:11 am**

Quote from: zephyr_hound on May 27, 2011, 03:47:59 am
"I know! But look, we have a total of twelve weapons grade metal bars in this whole fort, and half of those are silver! What do you want me to do?"

Hammer time!
By the way, isn't bone armor better than leather one?

Quote

Milking a worm... Make me unimagine that!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 27, 2011, 04:16:13 am**

I DEMAND THAT SOMEONE ELSE MENTIONS THE DANGER ROOM!!! I AM FULLY AGAINST THEM IN ALL SHAPES AND SIZES!!!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 04:25:44 am**

fixed for you, Nevyn

I'm sure milking a rock worm is no worse than milking purring maggots... And all our bones go to making bone bolts at the moment. Endok cranks out masterworks like nobody's business.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 27, 2011, 04:33:51 am**

Sorry, I just hate Danger Rooms, they are not truly used for. Weapon Traps are Traps not training tools...
I would love to find whoever created the first room and punch them, that way I can train my Wrestling Skill...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 04:40:27 am**

I don't use them either, in fact I don't think I've ever built one.

Hey, guess which fort just got a *high master siege engineer* migrant. Go on, guess. I think fate wants Taup Caudata to have his catapult.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 27, 2011, 04:42:17 am**

Awww, shame about Ushrir! :(
See, I told you this fort was great. I get attatched to all the dwarves. :P I like the goblin training dummies, lovely shade of red on the walls! You should mod soap so you can make mechanisms out of it, somehow. Dunno why.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 27, 2011, 04:44:05 am**

I vote we make automated sterilization traps. You never know what those goblins and migrants may be carrying.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 27, 2011, 04:45:34 am**

...You mean, menacing steel spike traps in the doorway, set at about groin-height?
Or did I interpret 'sterilization' wrong? :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 27, 2011, 04:50:31 am**

Meant it more in a "disinfecting" way. Though that would be handy too if baby stocks get out of hand :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 27, 2011, 05:02:00 am**

I picture much abuse of said catapult/s in the future.

Of course, the questions remains. Is !!Soap!! the next big thing in projectile warfare?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 05:05:14 am**

Migrants showed up on the 2nd of Sandstone. We were all on edge, expecting trouble. I sent the marksdwarves up on the ramparts to watch, while the Crystalline Oceans guarded the gate.

Nothing attacked. The goblins were biding their time.

12th Sandstone

BANG

I fell out of bed.

"What the hell was that?"

BANG

It was coming from upstairs!

BANG

'Taup Caudata' Ed  nshig  s, Fisher dwarfLoad Catapult

"Morning, Mr Madushkubuk! Do you like her? I call her Bessie."

"You--you've built it right above my bedroom!"



"Have I?" he said. "Ooh. I suppose it is a bit noisy. Well, I'm sure you'll get used to it."

Right, I thought. I'm moving down to the phyllite layer. Now.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 27, 2011, 05:24:01 am**

So, he built it just to shoot at nearby wall? I think placing it against the gate would be more useful. And protective.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 05:25:55 am**

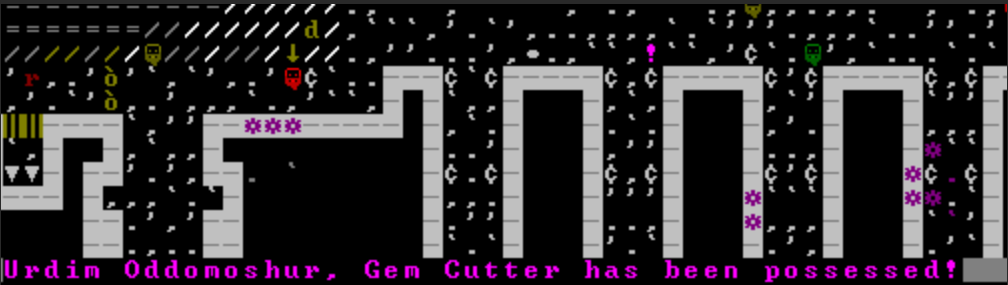
Gonna train him up a bit first, then we'll set up a pillbox with underground access.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 27, 2011, 05:55:56 am**

best way to train is a real practice, I think. The most fun way, at least.
Last time when I used catapults directed to entrance, my dwarves spotted the thief, killed him and wend back, and in a few seconds thief's corpse was hit by flying stone, injuring one of pet dogs.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 06:46:16 am**

5th Timber



"Urdim who?" I said. Must be a recent arrival. "Has he claimed a workshop?"

"No," Peregarrett said. "He's just standing around."

"Oh, great. Does anyone know anything about this guy? Wait, what workshops *don't* we have? Jewelry! Someone build a jeweler's workshop!"

9th Timber

"He's claimed the workshop, Mr Madushkubuk."

"Good," I said, and promptly forgot about it. There were rhodolites littered all over the bedroom layer; surely this fellow would find one he liked.

13th Timber

"I am honestly impressed," the liaison said, stepping gingerly over the sticky floor of the gate barracks (we hadn't quite figured out how to get the blood off there, and Katana reasonably pointed out that there was probably no point; it would just get dirtier). "You seem to have made yourselves quite at home here."

"It's not that bad when you get used to it," I said.

"..Excuse me. I... think I need to deal with something upstairs..."

"Just a couple of snatchers," Amante said. "Shall we stay on alert anyway?"

We were more careful this time about salvaging gear for trade. I put both marksdwarf squads up on the walls, overlooking the area, and had the Crystalline Oceans out and standing guard. No goblins appeared.

6th Moonstone

"Ambush!" shouted Vudnis, up on the ramparts.



She and three other dwarves of the second marksdwarf squad had been chatting idly on the walls, when she happened to glance down and spot the goblins creeping toward the gate; they whipped their bows out and started firing, with more enthusiasm than accuracy. The lead goblin, an axeman, blundered into one of the new cage traps, and the Crystalline Oceans rushed out to engage the remainder.

The Irregular jumps away from The flying <<iron arrow>>!
The flying <<iron arrow>> strikes The Irregular in the head, tearing the skin through the <giant badger leather hood>!
The Irregular stabs The Goblin Bowman in the left upper leg with her <large iron dagger>, bruising the fat through the <<cave spider silk cloak>>!
The Irregular slashes The Goblin Bowman in the head with her <large iron dagger>, tearing apart the muscle, shattering the skull and tearing apart the brain through the <<phantom spider silk hood>>!
A tendon in the skull has been torn!
The Goblin Bowman has been knocked unconscious!
The <large iron dagger> has lodged firmly in the wound!
The Irregular attacks The Goblin Bowman but She jumps away!

New recruit Velg got winged by an arrow which did superficial damage. Her return blow won her her first kill.

Final tally: one goblin taken prisoner, four goblins dead. Some of the melee dwarves would need medical attention: Katana had taken an arrow to the left arm, and Velg had been hit again, a nasty shot to the lower body. She'd probably be all right, as long as Dr Kosotham saw to it promptly.

Katana, Nevyn and Logem the speardwarf now had three kills each; Oddom Dedukmeng the macedwarf and 'somebody' Graspedpick the axedwarf had two. Ahra and Momuz were in the lead with eight each. That steel spear was a monster.



Of the new marksdwarves, Lafiel had scored her first kill.

As Usir, "The CaveFPS: 100 <46>, a rhodolite barrel
This is a rhodolite barrel. All crafts dwarfship is of the highest quality. On the item is an image of clouds in rhodolite.

"The Cave of Glaciers?" I said. "Where did *this* come from?"

"Urdim made it," said Peregarrett. "You know, the moody gemcutter?"

It was beautiful. I didn't want to waste such a work of art. What a shame it would be to just stuff it full of plump helmets and put it in a corner.

"You know," I said, "I think we need another ashery."

Woo-hoo! More arrows and bows to melt down! We'll certainly end with iron outfit for everyone

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 27, 2011, 07:00:17 am**

This is looking better and better. I wish all my forts went like this...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 07:05:29 am**

fffff-

KATANA YOU ARE SUCH A TROLL

he got bugged with his slight arm injury and was lying down in the grass with no job/diagnosis request, nobody would touch him. So I start channeling holes round him and building supports to get him back inside by dropping him down a level into the catapult ammo stockpile, and just as I'm linking it up about to channel the last bit of ground, *HE GETS UP AND MERRILY WALKS BACK INSIDE.*

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 27, 2011, 07:09:25 am**

HAHAHAH...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 07:23:57 am**

Quote from: zephyr_hound on May 27, 2011, 07:05:29 am
fffff-

KATANA YOU ARE SUCH A TROLL

he got bugged with his slight arm injury and was lying down in the grass with no job/diagnosis request, nobody would touch him. So I start channeling holes round him and building supports to get him back inside by dropping him down a level into the catapult ammo stockpile, and just as I'm linking it up about to channel the last bit of ground, *HE GETS UP AND MERRILY WALKS BACK INSIDE.*

Just like the Katana I know! :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 07:50:12 am**

Dwarfing requests

I don't want to get behind or miss anybody. Have now unofficially dwarfed the following: Justicedwarf (not yet COTG but have acquired no-quality training sword for him), Andal (lye maker), Tannen (expert cook), Keltik (soapmaker). I think there was someone else who wanted to be a speardwarf, but the only unclaimed dwarf with spear ability is a female (Logem Rulushsodel, talented). If that person would like to claim said dwarf please post with name. Otherwise you'll have to wait for a lucky migrant wave.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 08:00:40 am**

Have you got sand or clay in the area? might make some good money off those if you would use those

edit: money=trade worth, same thing, but thought I'd clarify

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 27, 2011, 08:50:53 am**

Who cares about money? Soap and glass towers! (or soap and brick)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ahra** on **May 27, 2011, 08:54:05 am**

what gear do i have?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 09:03:18 am**

Quote from: Lafiel on May 27, 2011, 08:50:53 am
Who cares about money? Soap and glass towers! (or soap and brick)

Err. How about more lye/tallow? :3
Why bother with glass buildings when you can have a soap bridge leading to a soap castle?

I'm personally all for building an outer layer of soap all over the building to stand proud to the world and show them what it's all about.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cahocachi** on **May 27, 2011, 09:13:52 am**

Can I be dwarfed into a Glassmaker? :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 27, 2011, 09:28:45 am**

Quote from: trigg on May 27, 2011, 07:23:57 am
Quote from: zephyr_hound on May 27, 2011, 07:05:29 am
fffff-

KATANA YOU ARE SUCH A TROLL

he got bugged with his slight arm injury and was lying down in the grass with no job/diagnosis request, nobody would touch him. So I start channeling holes round him and building supports to get him back inside by dropping him down a level into the catapult ammo stockpile, and just as I'm linking it up about to channel the last bit of ground, *HE GETS UP AND MERRILY WALKS BACK INSIDE.*

Just like the Katana I know! :D

No triggerhapp, that's you.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 09:29:31 am**

There is not a single dwarf at Soaplanterns out of 145 that has glassmaking as a profession.

I have an animal caretaker (f) (competent glassmaker), or gemsetter (f), milker (f), metalcrafter (f), stonecrafter (m) all with novice glassmaking.

EDIT:

```
`Ahra' Fikodezar Etomakur Thilség, Irregular
"Ahra' Glazesoldier the Sacrificial Champion of Tarn:

<<giant jaguar leather armor>>, Upper body
<iron spear>, Left hand
yak hair thread, Sewn into Lower body
<iron shield>, Right hand
*goose leather high boot*, Right foot
*donkey leather high boot*, Left foot
<copper cap>, Head
x-sheep leather hood-x, Head
```

-shing. Tarnishing.

You nicked that armor off a dead goblin, it seems. It's got an image of circles on it in giraffe horn. I like how you're wearing a mismatched pair of masterwork boots. Oh, and Logem's nicked the steel spear somehow.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 10:37:52 am**

26th Obsidian

TwangSNAP

"Ambush!" called Katana.

A goblin lasher had walked into the gatehouse cage trap. The marksdwarves scrambled to the ramparts as the rest of the Crystalline Oceans hurried to join Katana and Zon. Another lasher hit a trap moments after; four were left, making their way around the walls from the east.



The marksdwarves scrambled to the ramparts as the Crystalline Oceans hurried to the gatehouse. This felt almost routine by now.



"I like it better when they can't shoot back," Endok remarked.

Two goblins were down, moaning in agony. The remaining two ran, keeping their heads down. The Crystalline Oceans sauntered out casually to finish off the wounded.

"Ambush!" shouted marksdwarf Feb Otussazir. "Nevyn! Zon! *There are more of them!* Bowmen! Look out!"

"Back! Back inside unless you want to catch a bolt!"

Reluctantly the melee dwarves retreated back into the fort. The bridge creaked closed. The cursing goblins were shut outside. The bowmen raised their bows and fired, aiming at the fortifications, but their arrows rattled off harmlessly. A volley of bolts answered them.

The flying <<silver bolt>> strikes The Goblin Crossbowman in the head, tearing the muscle, fracturing the skull and tearing the brain through the <<troll fur hood>>!

"Woohoo!" mideg celebrated. "Headshot! Didja see that?"

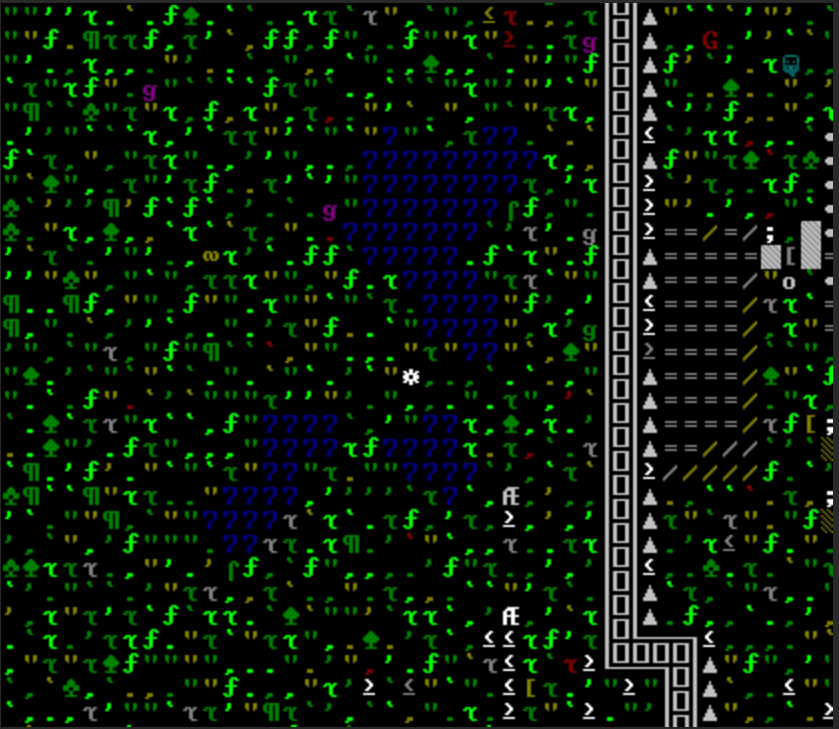
"Nice," Lafiel agreed. "Hey, they're retreating."

"No they're not! Fourth wave!" Tulon, the young dwarf who had lost her mother earlier in the year, had gone up on the wall to collect stray bolts, and spotted a group of hammergoblins creeping round the base of the west wall.

"West wall!" Endok shouted. "Lafiel, get over there! We'll cover the gate!"

A wounded lasher stumbled around the edge of the wall, clutching at her bleeding leg. The hammergoblins halted in shock. The lasher spoke a few quick words in goblin, gesturing up at the walls of Soaplanterns. After a moment, the lead hammergoblin nodded curtly and

made a hand signal. The squad scattered and ran, offering a poorer target for the marksdwarves.



In a few more moments they were out of range of the marksdwarves' bows. Soaplanterns had two more caged goblin prisoners.

It was the 4th of Granite, 205.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 27, 2011, 11:05:03 am**

Oh, um... did you actually *name* him Justicedwarf? Sorry if I was unclear; I wanted him to be *named* ImBocaire, and his *profession* name to be Justicedwarf.

Thanks :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 11:08:32 am**

```
FPS: 100 <47>ocaire' iluniden, "'ImBocaire' Hailpaddles", Justicedwarf

'ImBocaire' iluniden has been quite content lately. He dined in a great
dining room recently. He slept in a very good bedroom recently. He has been
tired lately. He has been satisfied at work lately.
He is a dubious worshipper of Datan the Umbral Gorge and an ardent
worshipper of Ber the Irons of Gravel.
He is a citizen of The Spattered Lantern. He is a member of The Fence of
Limbs.
He is fifty-eight years old, born on the 14th of Slate in the year 146.
He is corpulent. His hair is straight. His very long sideburns are
braided. His very long moustache is arranged in double braids. His very long
beard is arranged in double braids. His very long hair is braided. He has high
cheekbones, and he has a prominent chin. His ochre eyes are round. His lips
are slightly thick. His nose bridge is slightly convex. His somewhat tall ears
are slightly flattened. His hair is dark tan. His skin is copper.
He is quite clumsy and really slow to heal.
'ImBocaire' iluniden likes basalt, copper, pinfire opal, the color ash
gray, ballista parts and pigs for their snorts. When possible, he prefers to
consume sailfin molly, herring, river spirits and dwarven sugar. He absolutely
detests mussels.
He has a great musical sense, a deep well of patience and a good
kinesthetic sense, but he has a meager ability with social relationships and a
little difficulty with words.
He is often sad and dejected. He is ruled by irresistibile cravings and
urges. He is unassertive. He is candid and sincere in dealings with others. He
finds helping others rewarding. He is occasionally given to procrastination.
He takes time when making decisions. He tends to stare unwaveringly when he's
speaking to somebody. He stiffens up when he's surprised. He needs alcohol to
get through the working day.

A short, sturdy creature fond of drink and industry.
```

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 27, 2011, 11:10:20 am**

Oh, awesome.

Braided sideburns? That is *hardcore.*

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 11:22:37 am**

being un-butcherable, is there any interesting ways we could get soap-trophies from invaders?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 11:26:41 am**

[Butchering sentients?? That's *elvish*. No.]

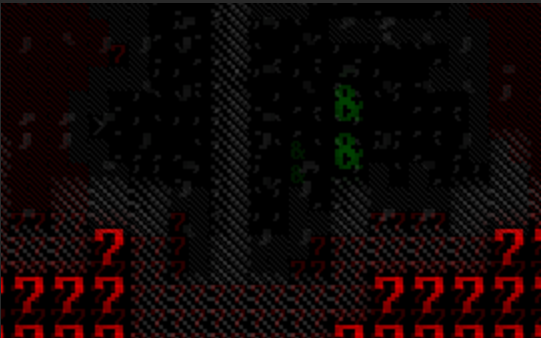
Madushkubuk



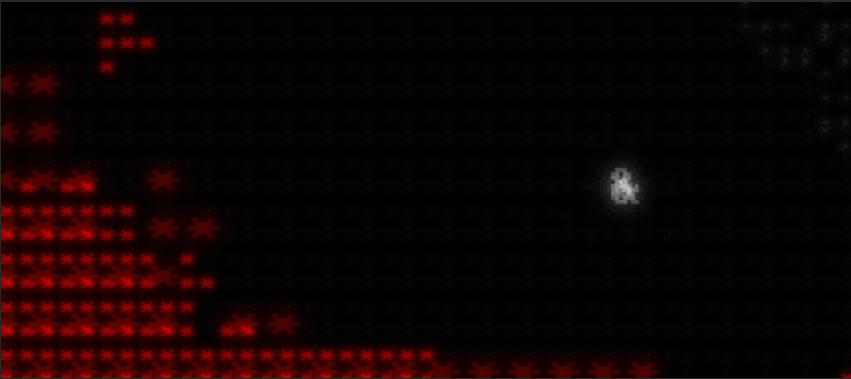
we see you Madushkubuk



are you there



are you listening



are you

are you listening?"

"Huh?" I said.

Dr Kosotham peered at me. "Gods' mercy, Zephyr, you look awful. Have you been sleeping lately? When's the last time you made some soap?"

"Oh. Uh... I don't know. I haven't... I had a... funny dream."

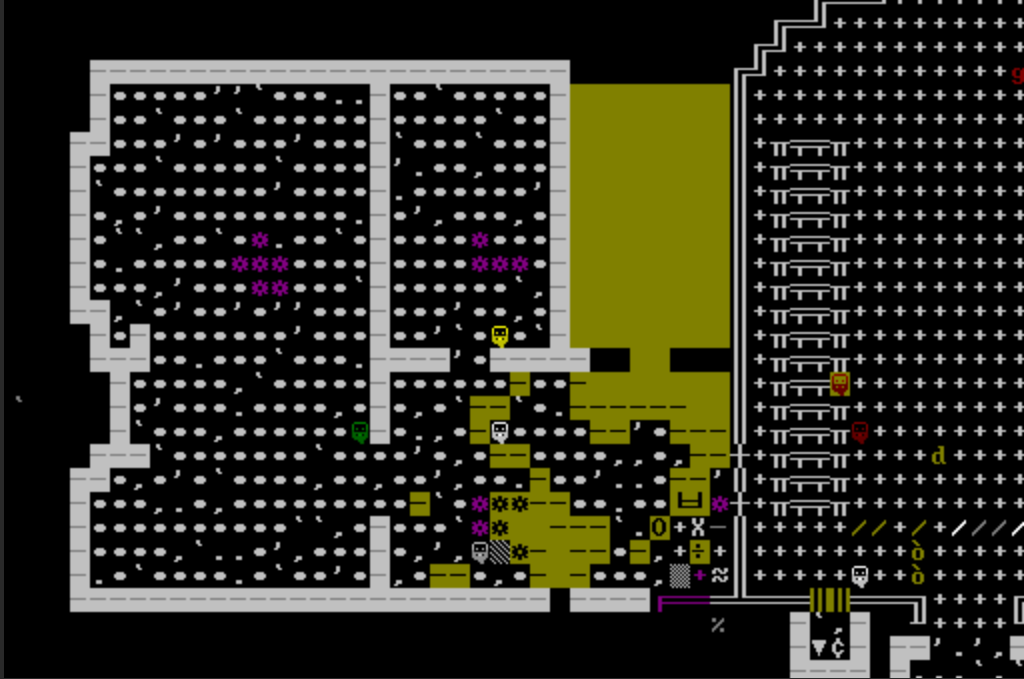
"What about?"

"I... I don't remember." The fog cleared. "What day is it?"

"Good grief. It's the fourth of Granite. Go and get yourself cleaned up and make some soap, for Datan's sake."

Soap. Yes. Soap. Hadn't I done something about that? Oh, yes...

I got up from the table and wandered over to the area I'd marked for digging late last year.



"Hey! Why've you left all those bits?"

"It's wet, Mr Madushkubuk," said Rovod, the miner I'd relinquished my old pick to. "I'm sure it's part of the aquifer. We dig that out, the place'll flood."

"Oh. Well, we don't want that." Damnation, that was supposed to be my soap stockpile. Oh well, it would just have to be a funny shape now.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 27, 2011, 11:31:14 am**

Uh... I've got a bad feeling about this.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 11:31:42 am**

Yes my question wasn't "can we butcher" but can we find another novel way to make trophies out of the better sentient kills? Soap is, sadly, not an option here

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 27, 2011, 11:34:03 am**

Hell, they retreating with our goblinite! we should invent something to block their way back!

like, say, dry moat that surrounds whole area. Moat filled with cage traps and covered with bridges. When they are in - they run over bridge. When they are about to run away - we remove bridges and they got into cages.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 12:39:58 pm**

I like peregarrets thinking. This will aid both training and metal supplies

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 27, 2011, 01:01:41 pm**

Or why not make a long hallway with a drawbridge at the end. Spot an ambush, close the drawbridge, trapping the goblins.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 27, 2011, 01:16:47 pm**

Katana, that's not dwarfy enough. Too simple.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 27, 2011, 02:30:39 pm**

Raising drawbridge. Any goblins that happen to be on it get sent flying and explode into butcher-able into bone pieces.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 02:33:58 pm**

[I think you guys will like this update. Not as dwarfy as peregarrett would like, but perhaps later...]

The goblins were unlikely to be back for a while, so we rushed out to do various jobs that had been put off: woodcutting (there was almost no wood left in the fort), weapons salvage, and collection of the spent bolts. It also seemed like a good time to build that pillbox Taup Caudata had been bothering me about. He'd been practicing happily all winter and was eager to give "Bessie" a proper field test.

"While we're doing this..." said Peregarrett, meaningfully.

...

"So we're agreed. We can't let them keep getting away."

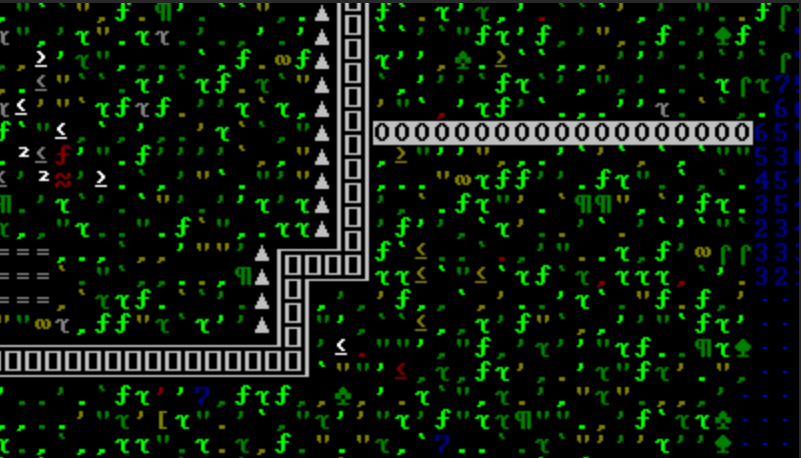
"You're all mad," I said. "I just want them to *go* away, and you're talking about trapping them in here with us!"

"They have iron and we don't. We need iron. Therefore, we need goblins."

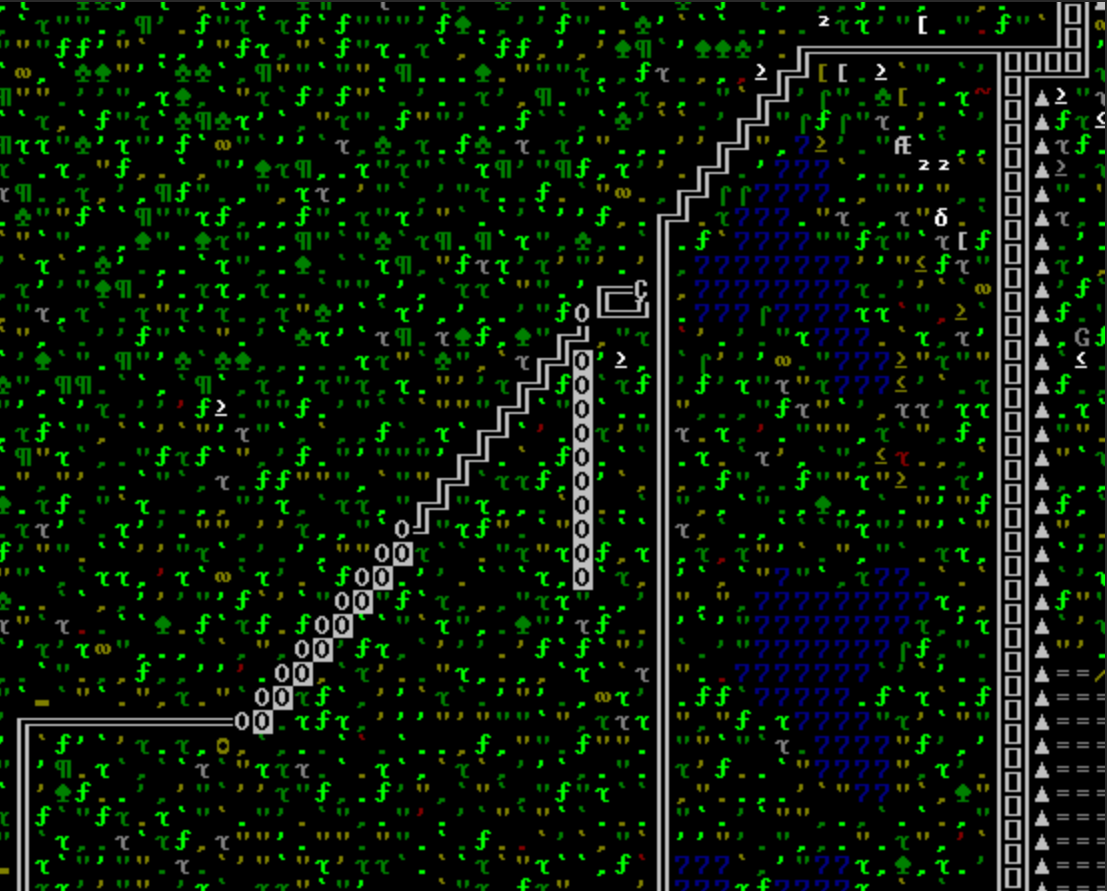
"So what do you want to do?"

"Let's close off our weak points," Nevyn said. "The river is a good protection, we're okay from the south. We're pretty good in the west too, that murky pool forces enemies to move away from the walls to get to our gate, and that puts them right under the marksdwarves. I

say we start building more walls, force them where we want them to go..."



Mid-spring

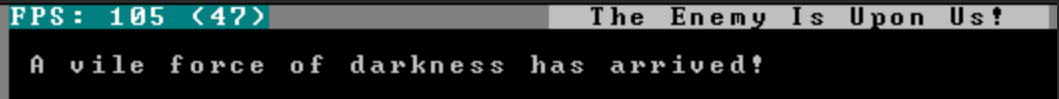


17th Felsite

"Elves, Mr Madushkubuk."

When was this ever good news? "Are they running, trigg?"

"Oh, they're running..."



[Spoiler](#) (click to show/hide)

Utes Udhodstosbûb, Goblin Hammerman	Invader
Nguslu Zesttongom, Goblin Hammerman	Invader
Snodub Uspungnguslu, Goblin Hammerman	Invader
Osta ênganngokang, Goblin Hammerman	Invader
Zolak Ngomzudôl, Goblin Hammerman	Invader
Ngerxung Bëbroem, Goblin Hammerman	Invader
Ozud Ngerxungustro, Goblin Hammerman	Invader
Stozu Osmöspost, Goblin Hammerman	Invader
Em Slaxuazstrog, Goblin Hammerman	Invader
Ngokang Umouksos, Goblin Hammerman	Invader
Dostngosp Olngöaxod, Goblin Hammerman	Invader
Estrur Ngusluosnun, Goblin Hammerman	Invader
Ngom Asubsmunstu, Goblin Hammerman	Invader
Zolak Abuspstosbûb, Goblin Hammerman	Invader
Ber Smosmngokang, Goblin Hammerman	Invader
Ozud Arstruksukxusm, Goblin Spearman	Invader
Ber Urarorar, Goblin Spearman	Invader
Snang Tolmato, Goblin Spearman	Invader
Nako Slaxuobu, Goblin Spearman	Invader
Amxu Osmöspsmusla, Goblin Spearman	Invader
Osta Osmöspongomstu, Goblin Spearman	Invader
Estrur Uksosspukom, Goblin Spearman	Invader
Nako Zakospazstrog, Goblin Spearman	Invader
Zom Spokuazstrog, Goblin Spearman	Invader
Smunstu Eruomosp, Goblin Spearman	Invader
Xuspgas Stâsosttotâs, Goblin Spearman	Invader
Zolak Sustgoutes, Goblin Spearman	Invader
Stâsost Zondostngosp, Goblin Spearman	Invader
Snodub Basnungatu, Goblin Spearman	Invader
Tode Gudoaslot, Goblin Spearman	Invader
Bosa Stothoenga, Goblin Elite Crossbowman	Invader
Gozru Osmöspustêx, Goblin Axeman	Invader
Bâx Zomrulasm, Goblin Axeman	Invader
Aspuz Iastoramxu, Goblin Axeman	Invader
Estrur Snangsmusla, Goblin Axeman	Invader
ûsbu Xorusnodub, Goblin Axeman	Invader
Bâx Azstrogmole, Goblin Axeman	Invader
Azstrog Kutsmobaslez, Goblin Axeman	Invader
Utes Stâsostostmze, Goblin Axeman	Invader
Strodno Aspuzolo, Goblin Axeman	Invader
Ozud Utesungong, Goblin Axeman	Invader
Ngebzo Tusnomstosbûb, Goblin Axeman	Invader
Ngom Bâxdêsmo, Goblin Axeman	Invader
Mato Olngöorar, Goblin Axeman	Invader
ûsbu Azstrogost, Goblin Axeman	Invader
Snang Aznako, Goblin Axeman	Invader
Stozu Aslotugok, Goblin Axe Lord	Invader
Stozu Ogurzukâx, Goblin Swordmaster	Invader
Smunstu Sagusstâsost, Goblin Lasher	Caged Pri
Bâx Snamoztamsmu, Goblin Lasher	Caged Pri
Atu Nuspustosbûb, Goblin Lasher	Invader
Song Ngommuspbo, Goblin Lasher	Invader
Amxu Muspboosta, Goblin Lasher	Invader
Kutsmob Stosbûbezla, Goblin Lasher	Invader
Nguslu Smunstusad, Goblin Lasher	Invader
Nguslu Dengurar, Goblin Lasher	Invader
Dostngosp ûnatu, Goblin Lasher	Invader
Olngö Kutsmobaru, Goblin Lasher	Invader
Azstrog Atusmur, Goblin Lasher	Invader
Kutsmob Zolakkutsmob, Goblin Lasher	Invader
Stozu Udastaspuz, Goblin Lasher	Invader
Atu ûshuugo, Goblin Lasher	Invader
Amxu Ngôgnako, Goblin Lasher	Invader
Aslot Emmalduz, Goblin Lasher	Invader
Utes, Voracious Cave Crawler	Invader
Olngö, Voracious Cave Crawler	Invader
Zolak, Voracious Cave Crawler	Invader
ûsbu, Voracious Cave Crawler	Invader
Atu, Voracious Cave Crawler	Invader
Ozud, Voracious Cave Crawler	Invader
Stozu, Voracious Cave Crawler	Invader
Ngoso, Voracious Cave Crawler	Invader
Stozu, Voracious Cave Crawler	Invader
Amxu, Voracious Cave Crawler	Invader
Tode, Voracious Cave Crawler	Invader
Zolak, Voracious Cave Crawler	Invader
Ngoso, Voracious Cave Crawler	Invader
Gozru, Voracious Cave Crawler	Invader
Gozru, Voracious Cave Crawler	Invader
Nguslu, Voracious Cave Crawler	Invader
Song, Ogress	Invader
Osta, Ogress	Invader
Ngebzo, Ogress	Invader
Ngokang, Ogress	Invader
Bosa, Ogress	Invader
Nguslu, Ogress	Invader
Ngebzo, Ogress	Invader
Aspuz, Ogress	Invader

Atu Smunstustran, general Invader

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Lafiel on May 27, 2011, 02:37:10 pm

I can't decide if FFFFFFFUUUUUUUUU or FU** YEAH. That's some serious siege. Though there seem to be no ranged goblins...

Edit: Well, ok, there's one. But what's one against us? right? ::)

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: katana on May 27, 2011, 02:39:04 pm

I suggest closing the gate and letting the marksdwarves deal with the enemies first, before putting any novice swordsdwarves at risk.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Ahra on May 27, 2011, 02:44:45 pm

cough cough OGRES? ELITE CROSSBOWMAN? oh f***... or wait maybe F*** YEAH

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: magmaholic on May 27, 2011, 02:48:24 pm

heh.
we will be friggin rich of goblinite,we will be rich WE WILL BE RIIICH MEHEHEHEH!!!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 27, 2011, 02:52:25 pm**

I'm more worried about the dozens of goblins.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ahra** on **May 27, 2011, 02:55:24 pm**

something tells me we will have less dwarfs to give the goblinite to.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 02:56:24 pm**

>implying I'm going to fight this out with nine melee dwarves

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 02:57:31 pm**

I love how I automatically avoid spoilers so I enjoy the written plot more, and then people reply spoiling it for me :3

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 27, 2011, 02:58:53 pm**

I'm usually putting non-relevant stuff in the spoilers anyway. Like info on what the liaison asked for and stuff. Or pics of dwarves that people claimed.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 27, 2011, 03:00:27 pm**

Yikes.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 27, 2011, 03:03:09 pm**

You shoulda used the catapults :3

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 27, 2011, 03:17:08 pm**

Catapults are pretty much only good for training people to use ballistae.

Ballistae still suck, but at least they're infinitely bad-assier.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 27, 2011, 03:38:07 pm**

They're good for wearing down huge swarms of enemies.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 27, 2011, 03:58:22 pm**

This is Vudnis trying very, very hard to stay calm.



Sorry for the hasty coloring work, I wanted to post this while it was still relevant ;)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 04:08:28 pm**

Impressive art!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 27, 2011, 04:11:41 pm**

[Quote from: trigg on May 27, 2011, 04:08:28 pm](#)
Impressive art!

Actually the beehive was an unattributed woodcut I found someplace online because I ran short of time, so don't be TOO impressed ;)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 04:14:33 pm**

It's still impressive considering my own poor artwork :3

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 27, 2011, 04:29:09 pm**

What artwork.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **May 27, 2011, 04:30:49 pm**

(gross muddy fuchsia was my best guess as to what giant olm leather might look like)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 27, 2011, 04:38:13 pm**

[Quote from: katana on May 27, 2011, 04:29:09 pm](#)
What artwork.

This.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **JacenHanLovesLegos** on **May 27, 2011, 06:19:24 pm**

I want a dwarf! A soapmaker would be good.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 27, 2011, 11:14:08 pm**

Holy carp! That's not exactly what I wanted... but anyway, they brought us armor and weapons! Is "No-Retreat" project completed?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 28, 2011, 03:05:54 am**

Holy Heck. That's... A lot of goblins. Like as many as all three of the puny sieges I'VE had combined!! D:
Hope someone headshots that damn crossbowman real quick!

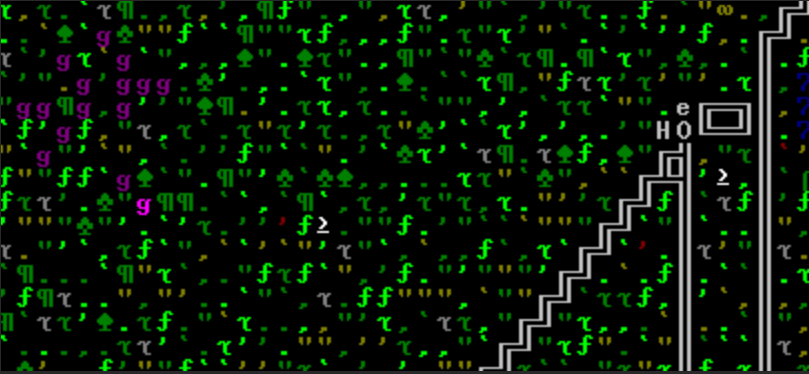
Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 28, 2011, 04:56:26 am**

Might Bessie be seeing some action? I mean, with that many targets, Taup's bound to hit SOMETHING.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 05:46:04 am**

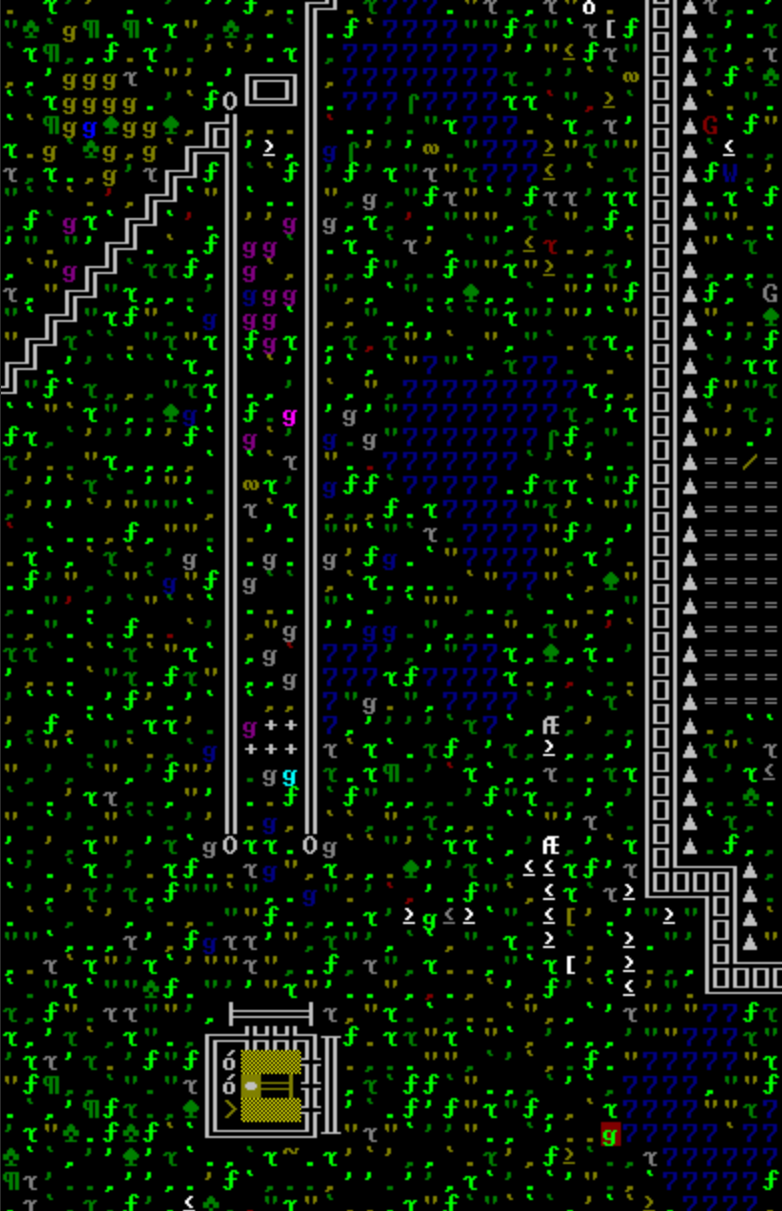
[funny thing about that, TapeNoot...]

"Oh gods, yes," Taup Caudata said. "Excuse me." He jumped down from the wall and ran to the ramp, disappearing belowground. I shrugged.



One of the elven horses was lame, or carrying a heavy load--at any rate, it was moving much slower than the rest. I leaned anxiously over the ramparts, gauging the merchant's progress. The goblins were getting too close for comfort...

To hell with it. "Close the gates!"



"Close the damn gates right now!"

The lame horse stumbled over the sandstone bridge into Soaplanterns' walled enclosure, a pair of mounted goblins only yards behind, furiously goading on their cave crawlers. With a clunk, all three bridges of Soaplanterns rose. Some mounts made it in and onto the cage traps; their riders fell off. Two free hammergoblins got gingerly to their feet and glanced around, realizing they were now trapped in the empty gatehouse.

"Your friends are below," I said to the frightened elf. "I suggest you join them."

One of the mounted goblins pulled his monster to a spinning, squealing halt in front of the gate. The other cave crawler riders clustered close about him, guarding him.

"Dwarves!" he shouted in a strong, harshly accented voice. "Give us the elves!"

"That one's not armed, look," Lafiel said.



"You hear!" the goblin shouted. "Give the elves to us! Or we will kill you!"

The spinning phyllite strikes The Goblin Elite Crossbowman in the left upper arm, bruising the muscle through the <{*phantom spider silk cloak*}>!
The spinning phyllite strikes The Goblin Elite Crossbowman in the right upper arm, bruising the muscle through the <{*phantom spider silk cloak*}>!
The spinning phyllite strikes The Goblin Elite Crossbowman in the right upper leg, bruising the muscle through the <{*phantom spider silk cloak*}>!
The spinning phyllite strikes The Goblin Elite Crossbowman in the upper body, bruising the fat through the <{*phantom spider silk cloak*}>!
The spinning phyllite strikes The Goblin Elite Crossbowman in the left hand, bruising the fat through the <{*goliath tarantula silk left glove*}>!



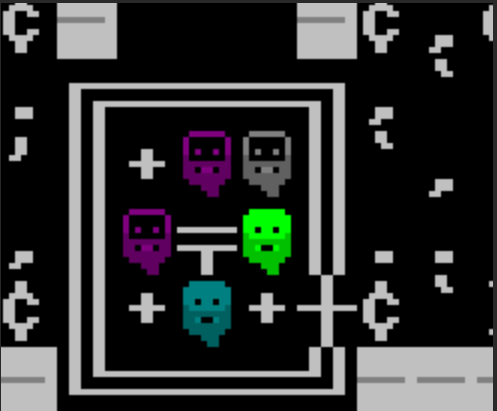
"Good girl, Bessie," Taup Caudata said, patting the catapult.

```
Catapult
*willow catapult parts* [B]
*highwood catapult parts*[B]
*mahogany catapult parts*[B]
```

```
'Taup Caudata' Edēmshigós, Siege Operator
" 'Taup Caudata' Keypacked"
ø

Load Catapult
Grand Master Siege Operator ↑
```

Eleven levels below ground...



My new office down in the phyllite layer was much roomier. I invited Nevyn, Endok, Dr Kosotham and Peregarrett in for an emergency meeting; I would have asked Taup Caudata, but he was having too much fun with Bessie.

"All right, let's talk," I said. "Who is Atu Smunstustran? Dr Kosotham, do you know?"

"Unfortunately, yes," the doctor said.

PS: 100 <46> Atu Smunstustran, "Atu Liebiles"

Atu Liebiles was a goblin. He was one of the first of his kind.

In 187, Atu became the general of The Oceanic Ghoul.

In the midspring of 187, Atu made a journey to the depths of the world.

In the midspring of 187, Atu tamed the voracious cave crawlers of the depths of the world.

In the midspring of 187, Atu returned to Twinklewitch.

In the midsummer of 190, the minotaur Kustro Raunchcontrols the Searing Wisps attacked Atu.

In the midsummer of 190, Atu's right hand was slashed by the minotaur Kustro Raunchcontrols the Searing Wisps.

In the midsummer of 190, Atu managed to escape from the minotaur Kustro Raunchcontrols the Searing Wisps's onslaught.

In the late winter of 194, the troll Laba Beachedslows attacked Atu.

In the late winter of 194, Atu fought with the troll Laba Beachedslows. While defeated, the latter escaped unscathed.

In the midautumn of 196, the bride of the gloom creature Camela Naturalclasp attacked Atu.

In the midautumn of 196, the bride of the gloom creature Camela Naturalclasp fought with Atu. While defeated, the latter escaped unscathed.

In the midautumn of 198, the bride of the gloom creature Camela Naturalclasp attacked Atu.

In the midautumn of 198, the bride of the gloom creature Camela Naturalclasp fought with Atu. While defeated, the latter escaped unscathed.

In the early autumn of 199, the bronze colossus Istrath Blazesieges the Free Fame attacked Atu.

In the early autumn of 199, Atu's left foot was smashed by the bronze colossus Istrath Blazesieges the Free Fame.

In the early autumn of 199, Atu's thumb, left hand was smashed by the bronze colossus Istrath Blazesieges the Free Fame.

In the early autumn of 199, Atu managed to escape from the bronze colossus Istrath Blazesieges the Free Fame's onslaught.

Related Entities

The Oceanic Ghoul <member>

"...Twinklewitch?"

"That's the Dark Tower to the east. Apparently it sounds a bit better in goblin: Todosta. Anyway, this gentleman is... well, a hero. As brave a goblin as you could imagine. He's the reason they've got those wild cave crawler mounts--nobody else has ever tamed one. Certainly not to ride."

Suddenly there was a knock at the door. Endok turned round and opened it, revealing a stooped, gangling form.

"Will you trade with us now?" the elf said.

Greedy tree-huggers! "Don't you think this is a bit of an awkward time?" I said angrily.

"Listen," the elf said. "You must *listen*. Liebiles has come to us many times, at first with promises, then with gold, then with threats. He has his cave crawlers, but they are not enough for him. We knew all too well that if he gained command of the skies, nobody could stand against him--so we refused him. And now at last he attacks, trying to take by force what he could not win by words. Come up and trade with us, dwarf. We were bringing her to our Queen, as a gift, but we will give her to you freely now, if you save us from him."

"Give... what are you on about?"

Giant Eagle <Tame> Merchant <Caged>

FPS: 100 <47> Giant Eagle <Tame>

An enormous bird-like monster that nests in the high mountains. Its hunt can range over the entire known world and it will kill anything it can carry back to its perch.

She bears untold amounts of fat over a gigantic frame. Her feathers are brown. Her skin is brown. Her eyes are black.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 28, 2011, 05:56:38 am**

happydance

Great little pillbox you've got there. Are the boulders actually doing much damage?

I remember reading somewhere about a gatling catapult setup... Might be worth looking into, if only for the hilarity factor :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **May 28, 2011, 05:59:14 am**

Well, goodness golly gracious. That is a ridiculous amount of invaders O_O. Amante can take the elite bowman 8) Have the puppies grown up yet? She wants a female one if there is one when they grow up and get trained. I think they are right about the catapult, he should hit *something* in all of that. Our luck it'll be the elves he hits. Moar Cages!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 06:01:26 am**

He's missing quite a lot but he just killed a lasher with a beautiful headshot.

Amante does indeed have a dog now :)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 28, 2011, 07:23:00 am**

The giant eagle of SALVATION! Hallejuah! :D
Quick, buy it, mod it, train it! Then put some poor sod on it and... Oh wait, dwarves can't ride mounts, can they?

...Pity. :/

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 07:34:54 am**

No, we can't ride it, but still, WAR GIANT EAGLES. Let's hope they bring a male next year.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 28, 2011, 07:37:23 am**

Now THAT sounds like a plan.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 28, 2011, 07:40:30 am**

I could **just** imagine the terror a goblin would experience as a giant, frantically flapping bird swooped erratically down on him, a screaming, hiccuping booze-bloated midget toppling from its back to crush aforementioned goblin into gobbo paste. But alas.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 07:48:58 am**

Quote from: Yoink on May 28, 2011, 07:40:30 am
the terror a goblin would experience as a giant, frantically flapping bird swooped erratically down on him, a screaming, hiccuping booze-bloated midget toppling from its back to crush aforementioned goblin into gobbo paste

paging bitterhorn... I think we need an engraving of this :))

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Azzuro** on **May 28, 2011, 08:21:00 am**

Make gatling catapults. You do so by making a quantum stockpile of stone (remember to unforbid!) on the central tile of the catapult, where the operator stands and loads it. I've had catapults firing at rates comparable to a marksdwarf with this method.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 28, 2011, 09:16:49 am**

Gatling catapults: Taup's happy place

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 28, 2011, 09:18:42 am**

And if we disagree on the use of quantum stockpiles, a non-economic stockpile nearby would probably be a good idea.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 28, 2011, 09:54:57 am**

Quote from: zephyr_hound on May 28, 2011, 07:48:58 am
Quote from: Yoink on May 28, 2011, 07:40:30 am
the terror a goblin would experience as a giant, frantically flapping bird swooped erratically down on him, a screaming, hiccuping booze-bloated midget toppling from its back to crush aforementioned goblin into gobbo paste

paging bitterhorn... I think we need an engraving of this :))

:P Well, I just made my own attempt. I'm quite proud of it, actually... Will see if I can procure the use of a scanner tomorrow.
I don't know if we need gatling catapults, myself... I mean, I don't even know how effective a normal one is. Isn't it pasting enough goblins already? How do they even work? Still, crazy ideas are always fun. :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 10:26:25 am**

There is indeed a 5x5 regular stockpile just below the catapult. All Taup Caudata has to do is duck down the stairs and grab a rock.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 10:38:20 am**

"Come on, let us up there!" Amante said angrily.

"Absolutely not. Not while that elite crossbowman is there."

"We took one of those guys out before."

"Yes, but *he* was on his own and it still took ten of you. How are you going to hit one *specific* goblin in the middle of a huge horde of lashers and cave crawlers? It's suicide. At least let Taup Caudata soften them up a bit first."

The spinning phyllite strikes The general in the right lower arm, bruising the muscle through the <<wolf leather cloak>>!
The spinning phyllite strikes The general in the upper body, bruising the muscle and bruising the liver through the <<wolf leather cloak>>!
The spinning phyllite strikes The general in the lower body, bruising the muscle and bruising the guts through the <<wolf leather cloak>>!
The spinning phyllite strikes The general in the right lower leg, shattering the bone through the <<phantom spider silk robe>>!
The spinning phyllite strikes The general in the lower body, bruising the muscle and bruising the guts through the <<wolf leather cloak>>!

"Taup! Try and hit the bowman!"



"He just used that axeman as a shield!" Endok said indignantly. "*Scumbag.*"



The goblins had realized now that they were trapped. Atu pulled his cave crawlers further back, out of range of the catapult. The general spoke to his hammer squad in a quick, urgent tone, too low to be clearly overheard.

Summer

"The elves want to leave, Mr Madushkubuk," trigg said.

"Well, tell them they're welcome to, but they'll have to walk out through about fifty pissed off goblins."

"Can we at least clear those two hammermen out of the gatehouse?" said Amante.

"I don't see a problem with--wait." I snapped my fingers. "The cage traps! If we can get that bowman into a cage... All right. Get in there and get rid of them."

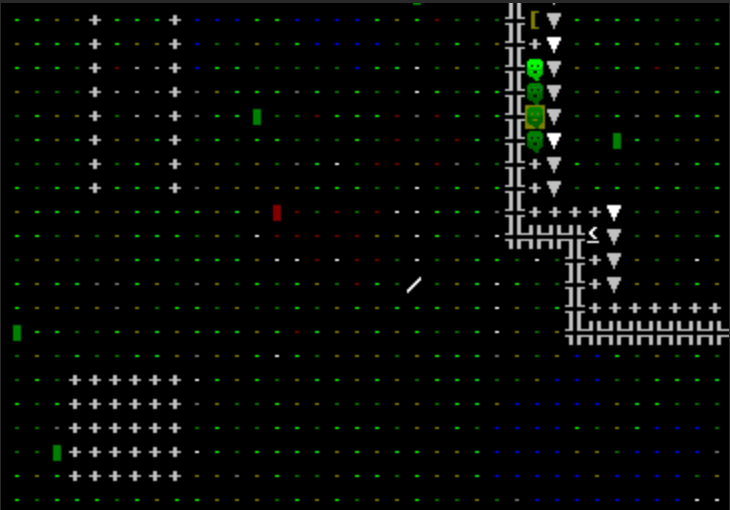
The flying <<iron bolt>> strikes The Goblin Hammerman in the upper body, tearing the muscle and chipping the middle spine's bone through the <<giant bat leather cloak>>!
An artery has been opened by the attack!
A tendon in the middle spine has been torn!
The <<iron bolt>> has lodged firmly in the wound!
The flying <<silver bolt>> strikes The Goblin Hammerman in the left lower arm, chipping the bone through the <<giant bat leather cloak>>!
A ligament has been torn and a tendon has been torn!
The Goblin Hammerman gives in to pain.
The Goblin Hammerman falls over.
The flying <≡elephant bone bolt≡> strikes The Goblin Hammerman in the head, tearing the muscle, fracturing the skull and tearing the brain through the <<badger man leather hood>>!
A tendon in the skull has been torn!
The <≡elephant bone bolt≡> has lodged firmly in the wound!



"Coast's clear," Amante called. "Send in the mechanics!"

It was noisy up top, what with the screams of injured goblins outside the walls, and an occasional BANG or splash from a misaimed rock.

A group of lashers came over to investigate the small phyllite structure that fired rocks with deadly force. Cursing, Taup Caudata retreated underground. Amante led the Seas of Silver up on the walls (well away from the goblin crossbowman) and drove them off with a few well placed bolts.



Taup Caudata popped up again hauling another lump of rock.

The bowman had spotted the marksdwarves up on the walls. He slotted an arrow into his crossbow and raised it with practised ease.

```
The flying <≡elephant bone bolt≡> strikes The Goblin Axeman in the upper
body, tearing the muscle and fracturing the right floating rib through
the <<phantom spider silk cloak>>!  
A tendon in the right floating rib has been torn!  
The <≡elephant bone bolt≡> has lodged firmly in the wound!  
The flying <≡elephant bone bolt≡> strikes The Goblin Lasher in the upper
body, tearing the muscle and chipping the left false rib through the
<<troll fur cloak>>!  
A tendon in the left false rib has been torn!  
The flying <<≡silver bolt≡>> strikes The Marksdwarf in the upper body,
tearing the muscle and fracturing the right floating rib through the
x<troll fur cloak>x!  
An artery has been opened by the attack!  
A tendon in the right floating rib has been torn!  
The <<≡silver bolt≡>> has lodged firmly in the wound!  
The flying <≡elephant bone bolt≡> strikes The Goblin Lasher in the head,
tearing the muscle, fracturing the skull and tearing the brain through
the <<goliath tarantula silk hood>>!  
A tendon in the skull has been torn!  
The <≡elephant bone bolt≡> has lodged firmly in the wound!
```

For the third time in her life, Bembul fell screaming with an arrow in her chest.

"Down off the wall!" Amante shouted. "Everyone down!" There was a scramble.

```
chipping the bone through the x<russet combcap fiber right mitten>x!  
A ligament has been torn and a tendon has been torn!  
The Marksdwarf loses hold of the <iron crossbow>.  
The flying <<≡silver bolt≡>> strikes The Marksdwarf in the head,
tearing the muscle, fracturing the skull and tearing the brain through
the x<troll fur hood>x!  
A tendon in the skull has been torn!  
The <<≡silver bolt≡>> has lodged firmly in the wound!  
Bëmbul Asteshrîthar, Marksdwarf has been shot and killed.
```

"Now do you believe me about the bowman?" I said. "Nobody else goes up on the walls while he's there. That's an *order*."

With the marksdwarves unable to provide cover for the pillbox, Taup Caudata was forced to retreat below for good. Bessie fell silent.

7th Malachite

"Please," the elf said, nearly in tears, "we *must* go. You don't understand. It is vitally important."

"Well, what do you want me to do, open the gate and let you out? There's a dozen hammergoblins on cave crawlers right outside--you'll be torn to pieces."

"We could dig a tunnel under the river..." said Rovod the miner, thoughtfully.

"Are you crazy?"

"No, seriously. The goblins are all on this side, and there's no bridges. The eastern half of the jungle is clear of hostiles. Of course, the elves will be going closer to Todosta if they head east, but that's their lookout. They'd get a head start at least."

The elf looked at me with anguished hope.

"Oh, what the hell," I said. "Do it, Rovod. But we'd better make damned sure we block it up again straight afterwards."



The elves were hurrying over even before the tunnel was finished, coaxing their reluctant horses around mounds of dirt that we hadn't had the time to clear away.



I wondered what their wretched hurry was. But we had their bird, so who cared...

23rd Malachite

The gate house had sprouted nine more cage traps.



"Nearly ready," billybobfred said. "Just waiting for the last cage to be brought up."

"Call everyone underground then," I said. "And let's see if they bite."

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 28, 2011, 10:48:11 am**

oh noes,poor Bembul :v
try to make somekind of trap to the other entrance,too?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 28, 2011, 10:50:58 am**

Have you considered wooden weapon traps?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 28, 2011, 10:53:12 am**

cages :3?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 28, 2011, 10:57:14 am**

I was thinking spiked wooden balls or something to wear the gobs down/bruise them.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 11:09:36 am**

The sandstone gate slammed down, squashing a hammergoblin flat. Roaring, furious, the remaining goblins surged into the gatehouse.

TwangSNAP
TwangSNAP
TwangSNAP
TwangSNAP
TwangSNAP...

There were too many--they were going to overwhelm the traps! "Pull the lever!" I yelled in a panic.

The gates slammed shut again. There was a confused murmur from the gatehouse, then silence.

"Well?" Amante said.

Very cautiously, Endok crawled up onto the roof of the guardhouse and peered over, holding his battered copper cap tightly to his head in case of a surprise crossbow assault.

Bosa Stothoengä, Goblin Élite Crossbowmaned Prisoner

"We got him!" he yelled, jumping to his feet. "WE GOT HIM!"

"*Right.* Amante, get your marksdwarves up on the walls. You've got some shooting to do."

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 28, 2011, 11:12:04 am**

Woo!
Hope we have enough bolts!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 11:15:02 am**

This made me lol.

PS: 100 <42>
audata' Edēmshigós, "‘Taup Caudata’ Keypacked", Siege Operator
‘Taup Caudata’ Edēmshigós has been happy lately. He slept in a very good bedroom recently. He dined in a great dining room recently. He admired a wonderful Siege Engine lately. He was caught in the rain recently.

I think he's got a crush on Bessie.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 28, 2011, 11:15:55 am**

Aww bless :D

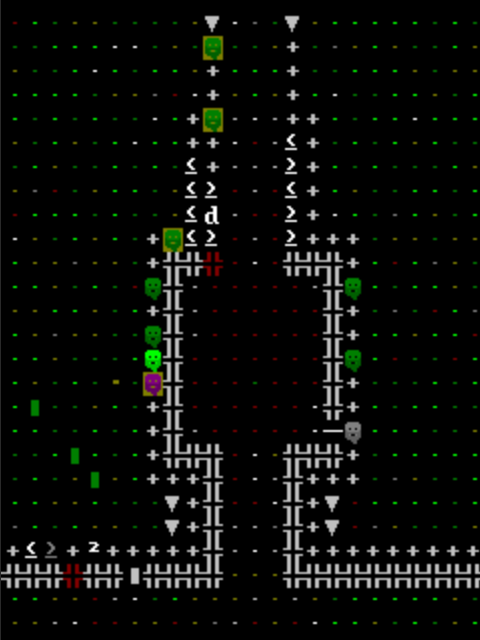
Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **May 28, 2011, 11:28:08 am**

Wow, a lot happened.
BTW, in case it wasn't obvious, my dwarf migrated to be drafted...one of these days he's going to ask when he gets to go to the danger room.
Reading to catch up...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 11:33:21 am**

Marksdwarf or melee dwarf, GreatWyrmGold? There is now an opening in each :\

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 11:52:58 am**



Nearly all of the remaining goblins had been caught in the gatehouse when the bridge went up. It was like shooting fish in a barrel. By the time the marksdwarves ran out of bolts, only four axemen remained unhurt. The Crystalline Oceans went in to finish off while the marksdwarves went for more bolts.

One living hammergoblin remained outside, and one cave crawler. A marksdwarf shot the beast out from under him. He fell, and scrambled to his feet only to see Velg and Zon bearing down on him.

```
The flying {*donkey bone bolt*} strikes The Goblin Hammerman in the right
ear from the side, tearing the cartilage through the (<goliath tarantula
silk cloak>)!
The {*donkey bone bolt*} has lodged firmly in the wound!
The Goblin Hammerman stands up.
The Irregular twists the embedded {bismuth bronze battle axe} around in
The Goblin Hammerman's lower body!
The flying {*elephant bone bolt*} strikes The Goblin Hammerman in the
lower body, tearing the muscle through the (<goliath tarantula silk
cloak>)!
The Goblin Hammerman loses hold of the (<troll fur hood>).
The Goblin Hammerman loses hold of the (<leopard leather cap>).
The Goblin Hammerman loses hold of the (<copper cap>).
The Goblin Hammerman loses hold of the (<copper maul>).
The Irregular slashes The Goblin Hammerman in the head with her {large
iron dagger} and the severed part sails off in an arc!
```

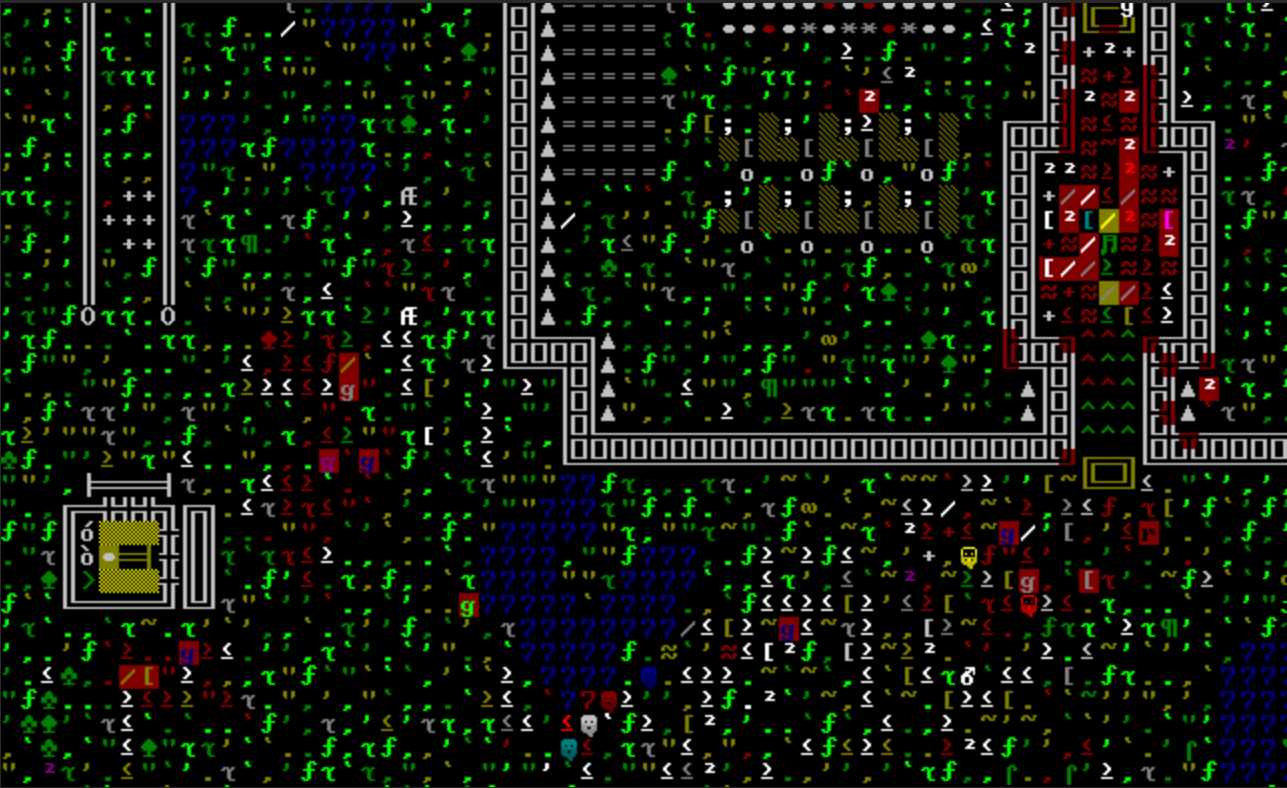
"Well, now for the ogres and the spear squad, I guess." They'd been shut on the outside when the bridges went up.

"Actually, they've gone, Mr Madushkubuk," trigg said.

"Gone?"

There were no hostiles left anywhere within our territory.

"We... won?"



"Kovest's mercy," I said. "What a mess." It was going to take forever to pick this all up. On the plus side, Peregarrett had his iron, and to spare...

"Mr Madushkubuk?" Vudnis said behind me. "billybobfred wants to talk to you. It's about the cage traps. She says it's urgent..."

There were cages and sprung traps littered all over the gatehouse. I found the mechanic standing next to one of the disassembled cages.

"Is this him?" she said simply.

Atu Smunstustran, general **Caged Prisoner**

The richly dressed goblin looked sullenly out at us through the bars.

It was the 25th of Malachite.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 28, 2011, 11:57:40 am**

You got him :D:D

Good work!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 12:02:28 pm**

you guys have no idea how hard it was to play that siege through *and* get Atu cage trapped. But he's important. Both story wise and gameplay wise, because I'm fairly sure if he either dies or leaves the map our goblins won't have mounts any more. That would suck. :(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 28, 2011, 12:10:01 pm**

I can imagine! well done :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 28, 2011, 12:16:23 pm**

Cave crawlers make sieges easier.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 28, 2011, 12:23:45 pm**

Wonderful work so far ^^

Be interesting to see how Taup's going with all this. Feelings about fleeing, leaving Bessie all along up top, the deepening of their relationship...

You know. The kind of in-game fluff that makes these stories so great to read!

EDIT: Has a swimming pool been constructed yet? :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 28, 2011, 12:42:42 pm**

Soap before swimming pools, Mr Noot. Working on moving the food industry downstairs, along with sorting out the new soapmaking complex.

Mythologique, here is Amante's hunting dog.



We have two more adult dogs available if anyone wants a war/hunting dog, and a bunch of puppies that will hopefully be ready soon. Although I'm sure everyone will want giant eagles now...

I'm sure I missed someone's dwarfing request in all that excitement.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 28, 2011, 12:48:52 pm**

I want 1 war/hunting dog on me at all times.

Must. De-sensitize... myself...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **thegoatgod_pan** on **May 28, 2011, 01:36:15 pm**

Could I please be dwarfed? --I like the foreshadowing with the foul blendecs and a bonecarver conspiracy or cult--could I be named "Goat", profession "Shaman", and devote my time to totem production, selling most and keeping the nice ones tucked away (e.g. the cave crawler and blendec skulls). Amazing job catching the leader and writing, I just finished Syrupleaves and this one looks to be one for the canon of epics little dwarves are told by cavern fire (*knock on wood* against corrupt files and r.l. intrusions)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **May 28, 2011, 02:55:41 pm**

I wanna claim a Dwarf.
You could name me "Jax" and draft me as a marksdwarf.
Also, I have no gender preference.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 28, 2011, 03:25:06 pm**

goblin general tallow soap plx

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 28, 2011, 06:54:56 pm**

Good to see that the Gatehouse was used to its correct system...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **May 28, 2011, 06:57:13 pm**

Quote from: zephyr_hound on May 28, 2011, 11:33:21 am

Marksdwarf or melee dwarf, GreatWyrmGold? There is now an opening in each :\

Hmm...Marksdwarf, they're more useful. Plus he likes crossbows.
Make sure to roleplay in the argument. :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **May 28, 2011, 08:42:49 pm**

Simply beautiful. Thank you for the dog.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DeKaFu** on **May 28, 2011, 09:34:08 pm**

Bahaha, I love how Velg just shows up to lop someone's head off with a dagger. What a frightening individual.
Do you know how hard it is to decapitate someone with a dagger? :P

I'm torn between wanting her to see more action and a crippling fear of becoming crippled.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 29, 2011, 04:17:16 am**

Something I've been meaning to say for a while now.

Great idea putting dwarven bedrooms under the main hallways. Not only from a space/efficiency standpoint, but from a when-the-time-comes-there-will-be-fun standpoint :P

I've started going the same thing on a few random test forts - Putting two under a three-wide hallway, and connecting rooms either side.
Pretty much doubled my living space in moments. By using up/down stairwells, it could result in six bedrooms in the space normally occupied by two ^^

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 29, 2011, 04:59:13 am**

[I started doing the bedroom thing when I read that doors actually lower room value (assuming you're engraving with legendary engravers). You have to set the door to Internal for it to count, and then that gets all fiddly with room designations. Anyway I think it's nice and dwarven to have little floor hatches with the rooms underneath. :) There are much better/more efficient bedroom designs of course but who cares about efficiency, we're soapmakers.

Re Velg, hey, daggers are badass. I've got an entire squad of legendary knife users in another fort. They're brutal. I thoroughly approve of large daggers.]

The refuse pile was clogged with the bodies of dead goblins, and it stank.

"I'm sure that's not healthy," Dr Kosotham said in a muffled voice, a square of folded phantom spider silk pressed over his mouth and nose.

"I guess we'd just better dump them outside," I said. "I'm sure as hell not burying the bastards."

"Here, I know," Endok said. "Let's dump them all at the entrance."

"At the *entrance*?"

"What's better than a road made of the bodies of your slain enemies, right? At least they'd be outside anyway. They can rot and stink as much as they like then. Anyway, imagine how much it'll impress visitors."

"You're disgusting," I said. "But--hells, why not. As long as I don't have to smell them any more, I'll be happy."



19th Limestone

There were distant screams out in the Lonely Jungle. I rushed to the walls where Endok stood as lookout. He turned with a dark expression as I climbed the ramp.

"What's going on?"

"There's dwarves out there being attacked by goblins," he said grimly. "I'm gonna go and help them."

I squinted through the heat-haze and saw them: nine or ten of them, with baggage and animals. They were half a mile away at least. "But Endok, you'll never make it in ti--oh gods he's gone. Lafiel! Nevyn! Ahra! Go after him, quick! Goblins!"

The goblins went after the animals first, from what little I could see back here. The dwarves had as usual brought various creatures with them: a pet guineahen died swiftly. A rock worm larva and a horse foal fled, pursued by pikemen.



Katana and Zon were only just leaving the gatehouse.

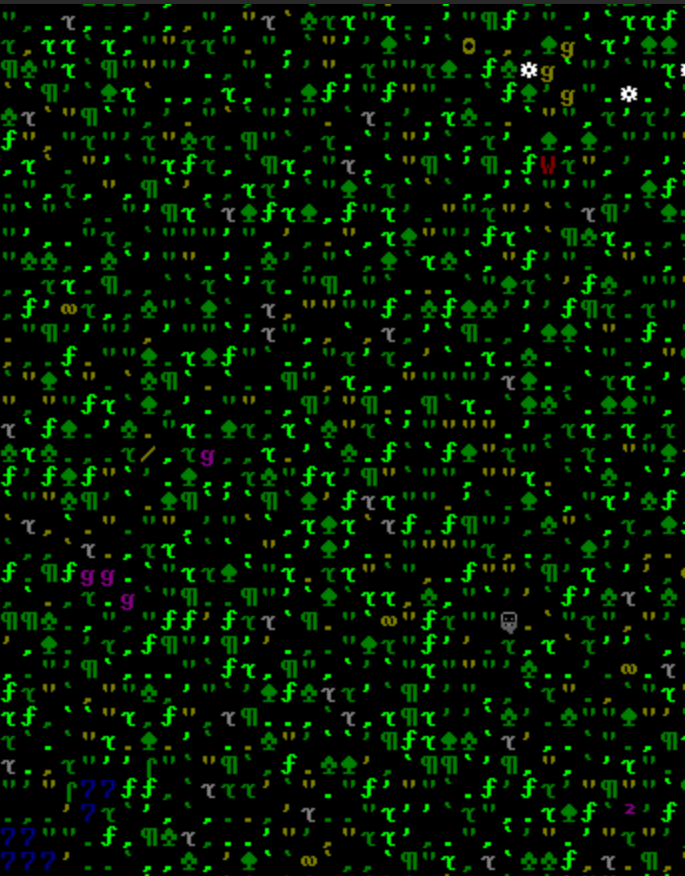
Another migrant fell, a blacksmith. This wasn't combat, it was a cruel, bloody slaughter of dwarves who couldn't defend themselves.



The first migrant, a brewer, was a fast runner and reached the comparative safety of Soaplanterns' outside wall. She stumbled in past Endok over the bone road, weeping. A surgeon, who had run eastwards toward the thickly forested riverbank and evaded the spearmen's eyes that way, made it in shortly after.



A fourth dwarf fled from the spearmen, heading toward the safety of the fort. Suddenly, more goblins leaped from ambush: a hammer squad with a bowman leader. The metalsmith turned, and gasped in shock.



"Hey, you! This way!" Endok yelled. "Come towards us!" The marksdwarves rushed to the edge of the rise and began to fire, trying to drive the goblins back as the gasping metalsmith struggled up the slope.

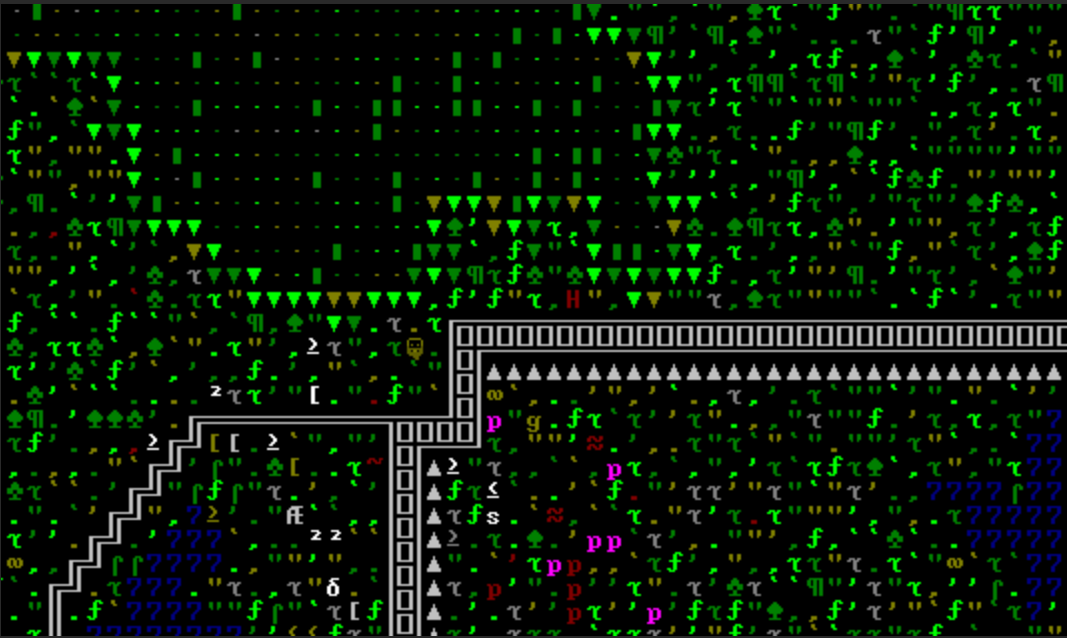


The Stray Rock Worm Larva <Tame> has bled to death.
Etur Oltarkordam, Cook cancels Rest: Interrupted by Goblin Pikeman.
Zaneg Avuzmogshum, Carpenter has been struck down.

The rock worm that had been distracting the spearmen had finally expired, and the goblins turned their attention towards the fortress. One more migrant, a cook with a broken arm, staggered toward Soaplanterns' walls, a wounded horse foal and a group of goblin pikemen just behind her. She hesitated--then went east, the wrong way.

"No!" I shouted. "No! Other way! Turn around! *You're nearly there!*"

The cook glanced around, confused, then changed direction. She headed toward the entrance.



A dwarf who had fallen into a murky pool during the attack appeared to have drowned. I could distantly see the body, limp and face down in the stagnant muddy water.

"There's nobody else alive out there," I said, turning away. "Pull the soldiers back and close the outer gate."

"But--" Yem said.

"Close it. We'll collect our dead later."

The angry marksdwarves gathered on the walls to take pot shots as the goblins milled around the entrance. They killed three of the pikemen, and the remainder swiftly lost their will to fight. They fled, hurling curses back at us.

We'd lost four dwarves out of nine arrivals, and all we'd been able to do was watch them die. There was a somber mood in Soaplanterns.

Spoiler (click to show/hide)
Hate it when that happens. Migrants and ambush spawned right next to each other on the edge of the map.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 29, 2011, 05:06:31 am**

Ooooo dying migrants :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 29, 2011, 07:23:21 am**

Its mostly annoying because you know theres not much you can do...
except a perimeter of weapon traps along the edge of the map...
Forget I mentioned it.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 29, 2011, 07:31:36 am**

Yeah, weapon traps would be too cheesy. I'm not even entirely happy about our overuse of cage traps, when I've got the soldiers better equipped I'll probably take most of them out.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 29, 2011, 07:54:23 am**



I took it on myself to recover the body of the dwarf who had drowned, by simply knocking a hole in the side of the pool to drain it. The death was senseless, and it upset me. I decided to cut ramps in the sides of all the other pools I could find, to ensure that a dwarf who fell in would be able to climb out again.

"Mr Madushkubuk?" said Tannen the cook, as I walked back in the gate. "We're out of food."

Sodel itonsazir, Presser cancels Give Food: No food available.

"We're *what?*" We had two huge farms!

"Also, the brewers say they're out of stuff to brew. And, uh, space to put barrels."

...Ah.

Food Stores:		3366		
Meat	None	Seeds	698	
Fish	None	Drink	2544	
Plant	None	Other	124	

All right, don't panic. We had plenty of animals. "Kill some pigs," I said. "And that horse foal. And--the cow calf. And I know there's several fisherdwarves, Taup Caudata likes to fish--send him over to the river. And did anyone ever process those quarry bushes?"

"What quarry bushes?"

"*We have over a hundred quarry bushes,*" I said, with careful patience. "I am the bookkeeper. I know these things. *Go and process the quarry bushes.*"

I thought about quarry bushes for a while. Funny sort of plants, oily seeds. What did you call them? Rock nuts? They felt funny when you rubbed them between the hands... sort of... well, a bit like tallow actually.

I wondered if... possibly...

..nah. That was *crazy talk*.

The field mushrooms started coming up in the aboveground plot shortly after. Crisis averted.

2nd Timber

"I've got a mandate for you, Zephyr," Dr Kosotham said. "I'm fed up of this aquifer water, it's always laced with mud. I hate cleaning wounds with muddy water, I'm sure it raises the risk of infection. Can't we build some sort of cistern?"

I thought about that. I was getting annoyed with the water situation too; I kept finding my lye buckets full of mud, and I was sure it was affecting the quality of the soap. "All right," I said. "Get Medtob to work it out, though; I'm busy." We'd gotten low on soap this year, what with the siege and all.

12th Timber

"Caravan's here," Endok said.

There were just four merchants this time; probably because of all the heavy stuff we'd ordered. They came in over the corpse road, looking deeply disturbed.

"You are a sick, sick man, Mr Madushkubuk," the liaison said, attempting to scrape something horrible off the bottom of his shoe.

"Don't blame me, it was Endok's idea. What have you got to trade?"

"Everything you asked for--wood, metal bars, and lye. What have *you* got to trade?"

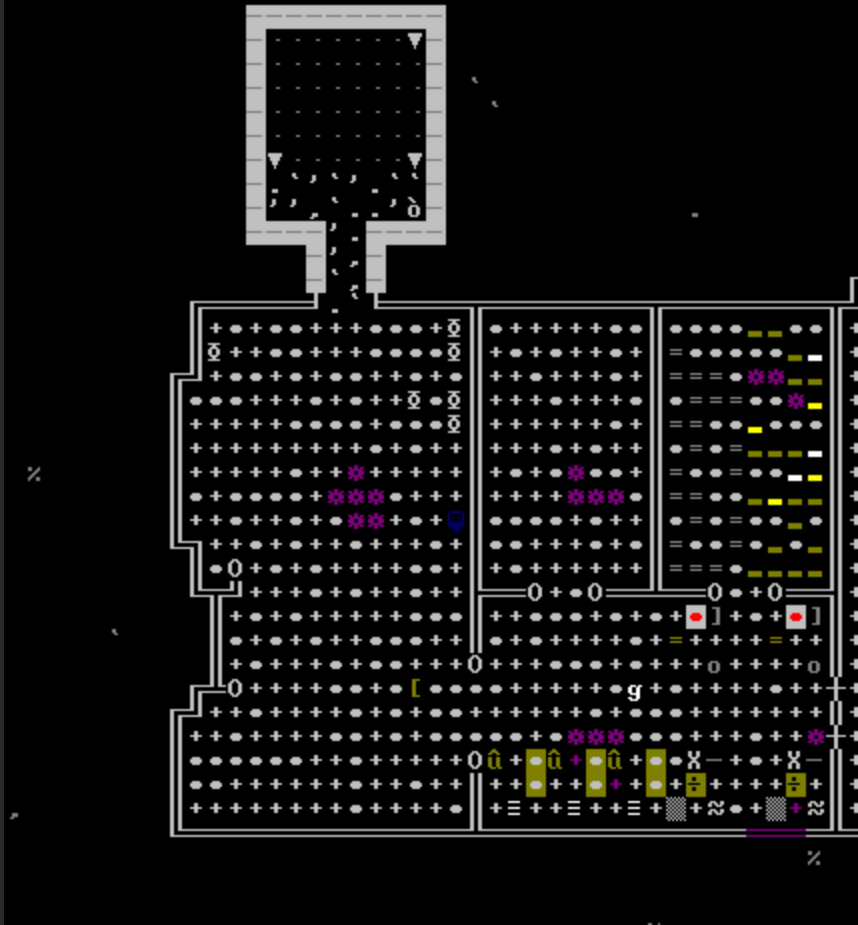
"Er... goblin clothing again?"

The liaison looked at me for a moment. "You know, we'll take it, there's a fairly decent market for this stuff if it's not too bloody--but I'm wondering when you're going to actually produce something of your *own* here."

"We've been busy," I said. "Anyway, you turned your noses up at our soap."

Still, he had a point. Perhaps there *was* something else we could make. I'd have to make some enquiries amongst the fortress population, see what skills were currently being unused.

5th Moonstone

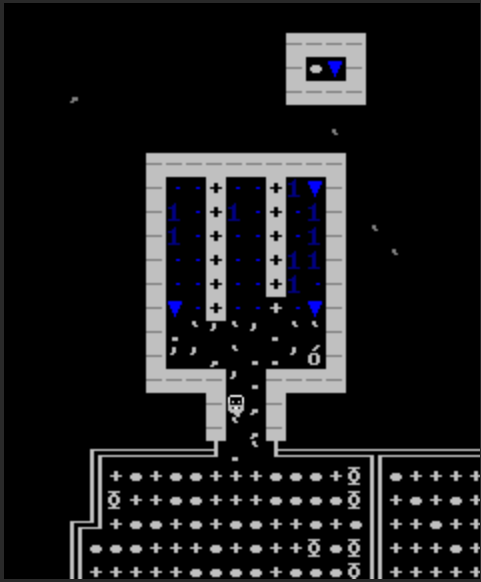


The new soapmaking area was getting towards finished. Aside from the irritatingly funny-shaped bar stockpile, it was a wonderful place to work--roomy, with everything to hand. *This is what it should be like in every fortress*, I thought. *Clean*.

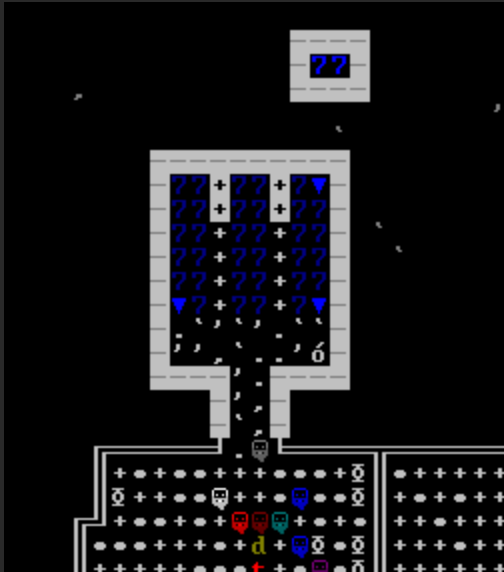
Dr Kosotham would be happy too; he was getting his cistern. The miners were working on digging out a chamber just off the soapmaking area. The plan was to tap the aquifer and let it flow into the cistern, then build wells over the top. Two levels of clear water should be deep enough to prevent mud getting into the buckets. I prayed that Medtob wouldn't accidentally flood the place doing this. He seemed confident, but still...

"Where's Yem?" I said. "She was here just a minute ago. Oh--never mind. I'll do it myself."

'Yem' Titthaluzol, Apprentice cancels Make Lye: Taken by mood.
'Yem' Titthaluzol, Apprentice has been possessed!



The last wall was dug, and aquifer water began to flood into the cistern. I watched anxiously as a small curious crowd gathered. Medtob had included a floodgate and lever as an emergency shutoff, and at the first sign of overflowing I was ready to pull it.



"And you doubted my engineering expertise," Medtob said triumphantly. "Right! Let's build some wells."

"By the way," the liaison said, "the mountainhome is specifically looking for large gems this year."

"Large gems, eh?" That was a possibility. I thought about all those rhodolites littering the floor. Were there any decent jewelers living in Soaplanterns?

21st Moonstone

"Excuse me, Soapmaster." It was the dwarf with the long name, Ubendastot something or other. "I'd like to volunteer for the military."

"Talk to Endok," I said absently, grabbing another piece of tallow.

"Yes, I have already, he said I could join the Seas of Silver with him if I cleared it with you first." The dwarf shifted from foot to foot. "What I'm wondering is, why don't we have a danger room?"

"We are not having a danger room!"

"Why?"

"Because I say so!"

He looked baffled. "But--it's a great way to train. Why wouldn't you want one? It could save lives!"

"No," I said. "No danger rooms. I refuse to have one of those murder machines in this fortress. I will not shift on this decision, that is *final*. Go and get yourself a crossbow if you want to help out."

Letterlegends looked rather put out as he walked away. He glanced back with an expression that said, *this isn't over*.

I can't tell you why, I thought. You'd all laugh at me...

22nd Moonstone

I stopped Keltik in the corridor.

"Have you seen Yem? She's gone off somewhere, and I can't find her."

"Yeah," he said, "she's up top in a mason's workshop."

"A *mason's* workshop? But she's not a mason..."



25th Moonstone

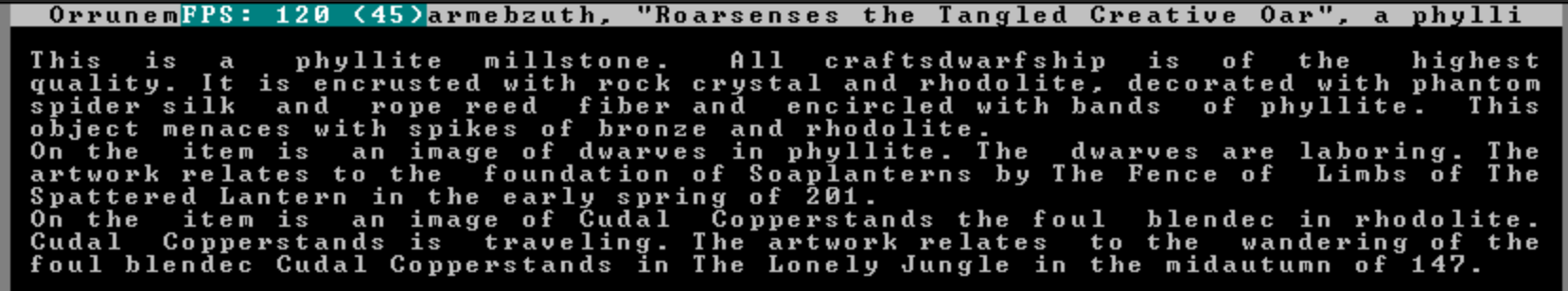


"You made a millstone?" I said, baffled.

"Did I?" She looked dazed, half asleep. "Ooh. That was clever of me. I do like millstones."

"Well, that's nice," Tannen the cook said. "Very useful. Let's build a windmill for it, Zephyr. We could have flour then. Longland flour and dwarven sugar biscuits, mmm..."

"Er..." Vudnis said nervously. "Take a closer look at it, Mr Madushkubuk..."



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **JacenHanLovesLegos** on **May 29, 2011, 08:09:32 am**

Spoiler: Spoilers Ahead! (click to show/hide)
Roarsenses (http://df.magmawiki.com/index.php/DF2010:Demonic_fortress) the Tangled Creative Oar (<http://df.magmawiki.com/index.php/Aquifer>)
There is a Foul Blendec on it (<http://www.bay12forums.com/smf/index.php?topic=85057.0>)

Your dooooooooooomed!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 29, 2011, 08:53:00 am**

Creepy...
You have a named Foul Blendec out there...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **nanomage** on **May 29, 2011, 09:13:12 am**

what do legends mode say about that cudol fellow? also, don't give up rock nut soap that easily!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 29, 2011, 09:28:30 am**

You should put Atu the general into an oubliette made of soap.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 29, 2011, 09:32:24 am**

BlendecsBlendecsBlendecs... They're IN MY HEAD :o

:P Wow, **another** blendec engraving! Seriously, what is going on here?!
And dammnit, stupid Blendec had to possess Yem, not just *inspire* her to make a millstone. *sigh* Poor, useless, unskilled Yem. Looking foward to more of this bloody lather of blendec-induced madness! :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 29, 2011, 09:46:45 am**

The dwarves of Ubenudil are not driven insane. They're driven to a lather :P

This, of course, leads to a question. How much soap based puns and inuendos appear in the day-to-day language of the fort? Is BATHING with the soap considered the biggest faux pas imaginable?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 29, 2011, 10:15:38 am**

Quote from: TapeNoot on May 29, 2011, 09:46:45 am

The dwarves of Ubenudil are not driven insane. They're driven to a lather :P

This, of course, leads to a question. How much soap based puns and inuendos appear in the day-to-day language of the fort? Is BATHING with the soap considered the biggest faux pas imaginable?

It's quite a slippery matter. They probably have to clean a lot of misunderstandings with the newcome migrants.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 29, 2011, 11:47:23 am**

Just WOW. Look what happened while I was absent - completely dissolved goblin army, captured their general, paved road wit htheir bodies, and had a millstone with foul blendec image on it. By the way what's the all shit about those blendecs?
Good thing we have lot of iron now.
Do we have some other metal? We could make some statues of it (of foul blendecs, for sure!). Or make them of stone. And put to guarded palisade - for those goblins who'd wander there waiting for his destiny...

Title: **Bugs, bugs, everywhere**
Post by: **zephyr_hound** on **May 29, 2011, 05:11:42 pm**

Damn that was annoying. Soaplanterns has 24 buckets that are not built into things. **Twenty-four**. *Every single one of them* had water and lye in. Soapmaking just had to stop until the elves turned up and I could do the forbid-depot trick. This bug needs to be killed DEAD.

Also all the wells have status BUCKET FULL, which I believe means they're unusable and I don't know why. The cistern is not overflowing, they should be fine. They were fine five minutes ago. I am starting to hate buckets.

And *then* there was the crash. I thought that was the end of Soaplanterns, you can imagine the sinking feeling I had. I was getting a consistent crash at a specific point in late spring, *seem* to have managed to get past it though. I'm still a bit nervous.

cahocachi, JacenHanLovesLegos (is that what you want to name your dwarf?), Goat and Jax have still to be dwarfed. I still do not have a glassmaker and all the bonecarvers who aren't Endok are female. Jax I can do if I just find a male marksdwarf.

Not going to post an update until tomorrow because I should probably be fresh to write/play it. I'll just leave this here...



EDIT: Forbid trick to free up bugged lye buckets:

Because your dwarves are idiots, you have a bucket with water (9) and lye (1) in. This bucket is now unusable for hauling water (Because it contains lye) and unusable for lye (Because it contains water).

Solution: When traders are on the map, look at the bucket, look at the water, (f)orbid it. Then order the bucket to be brought to the trade depot. The dwarves will magically separate the water from the lye and bring the bucket to the depot. Then just remove the bucket from the trading list and the lye is usable again. This leaves a dark gray "water" puddle on the floor that will never be cleaned because the object that created it was forbidden - use dfcleanmap to get rid of it.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **May 29, 2011, 05:17:49 pm**

Glad to hear you overcame the problems, hope it doesn't crash again!

Have a good evening.

(And incase you wonder about the reply time, yes I am consistently f5'ing this :3)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **May 29, 2011, 05:55:29 pm**

Can't wait for my dwarf's first kill!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Andal** on **May 29, 2011, 08:58:18 pm**

The plot thickens. Thank you for such a fun story!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **thegoatgod_pan** on **May 29, 2011, 09:42:41 pm**

What is the bucket trick with the elves? My soap industry is pretty much reduced to mass ordering buckets along with ash and lye--I didn't know there was a circumventing maneuver (involving elves of all things).

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **rridgway** on **May 29, 2011, 10:37:31 pm**

I request dwarving, if its possible. Preferably a mace user, a siege operator, or that surgeon. My personality is bloodthirsty, even if I'm the surgeon.

Thanks. Awesome fortress so far.

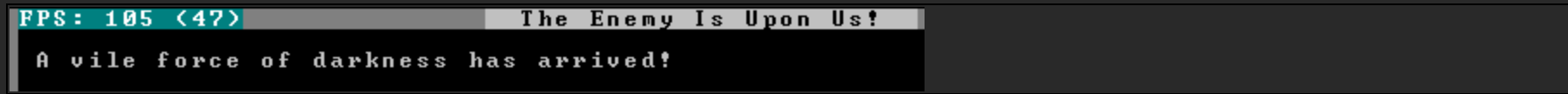
Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **runlvlzero** on **May 30, 2011, 12:55:11 am**

Honestly - while syrupleaf had its moments (under sirocco's rule, and some others) this story is right up there... if not downright better (I think mostly coming from one writer helps). I can't wait to see what kind of plot twist you come up with =). Its also nice to see you thoroughly destroying the goblins with your newbie recruits and such =)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 30, 2011, 02:22:02 am**

Uh, I hope that crash was just occasional Heisen-bug.

Quote from: zephyr_hound on May 29, 2011, 05:11:42 pm



More Iron!!!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 30, 2011, 04:01:25 am**

A siege?

Time to oil up Bessie :3

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **nanomage** on **May 30, 2011, 04:13:26 am**

How about making goblins [PET] and shearable for their tallow to make soap from?

I seem to remember a post on how to make a tissue layer shearable here in the forums, although i don't know if it would require a regen.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 30, 2011, 05:20:23 am**

[I loved Boatmurdered and Headshoots to death, wasn't so fond of Syrupleaf--thought it was a bit too fanficcy, stuff being written up that had nothing to do with the actual game being played etc. SA's most recent one, Gemclod, was FANTASTIC, and I would recommend anyone to read it as soon as it's been archived. They're going to host it independently as the lparchive maintainer doesn't want a fourth DF LP.

I can't match the sheer hilarious insanity of a succession fort, I guess Nist Akath is more my inspiration here. Except where they had a tundra, we've got a tropical jungle, and where they had Captain Ironblood we've got, er... a soapmaker.

Have dwarfed rridgway as the immigrant surgeon and Jax as a marksdwarf.]

Yem's millstone appeared, despite the strange imagery, to be no more than a millstone. I followed Tannen's advice and had it put up along with a windmill; there was no point having it and not using it, after all.

The dwarven caravan left, encountering no hostiles on its way. I spoke with Endok and Lafiel about the ambush situation, and we came up with a new plan: the marksdwarves would maintain a permanent presence at the outer gate, which would be kept open except in siege situations. Two small fortified posts were constructed above the outer walls.



Only a few hours later...



"Ambush!" shouted Amante. "Fire at will!" Five goblins looked upward in shock. Very shortly after, three were on the ground and full of

bolts; the other two fled for the western hills.

```
The flying <=elephant bone bolt=) strikes The Goblin Spearman in the
lower body, tearing the muscle and tearing the pancreas through the
<<cave spider silk cloak>>)!
The <=elephant bone bolt=) has lodged firmly in the wound!
The flying <=pig bone bolt=) strikes The Goblin Spearman in the upper
body, tearing the muscle and fracturing the right false rib through the
<<cave spider silk cloak>>)!
A tendon in the right false rib has been torn!
The <=pig bone bolt=) has lodged firmly in the wound!
The flying <=pig bone bolt=) strikes The Goblin Spearman in the lower
body, tearing the muscle and tearing the guts through the <<cave spider
silk cloak>>)!
The Goblin Spearman looks sick!
The <=pig bone bolt=) has lodged firmly in the wound!
```

The Crystalline Oceans went outside and coup de graced the wounded goblins.

The Irregular stabs The Goblin Spearman in the head with his <iron spear>, tearing the muscle and tearing apart the upper spine's nervous tissue through the <<troll fur hood>>!
An artery has been opened by the attack!
A tendon in the upper spine has been torn!
The <iron spear> has lodged firmly in the wound!
The Irregular twists the embedded <iron spear> around in The Goblin Spearman's head!
The Irregular stands up.

"I think this is going to work quite nicely," Endok said.

Winter passed with no further notable events.

While excavating the bottom level of the cistern, the miners had encountered a new layer of stone: marble. At first I didn't understand Peregarrrett's excitement, but then I caught the word "steel".

Steel! The greatest of metals. It was the one undeniable advantage we had: goblins didn't know how to work it.

"Get me more iron, Madushkubuk," Peregarrett said, a fierce light in his eyes. "You get me the iron and the fuel, and I'll make our soldiers a set of armor even elite bowmen won't be able to get through."

We were slowly clearing out the cages from last year's siege. The goblins were easy; the voracious cave crawlers were somewhat more complicated to deal with. The only prisoner I reserved was Atu. I wasn't sure what to do with him yet. He seemed too important to just kill.

Another group of migrants appeared on the 21st Granite. I watched from the walls, nervously praying that the goblins would not strike again. The Lonely Jungle remained still.

We were planting quarry bushes again this spring; I made a mental note to make sure that the leaves got processed correctly this time. That got me thinking again though, about those oily seeds. Could something be done with them?

Plant soap. It sounded *elvish*.

Still, it might be worth a try...

12th Felsite

"Don't tell me," I said. "Elves."

"Right, Mr Madushkubuk," trigg said.

"Put the military on full alert."



"Anything happening out there yet, trigg?"

"No sir. It's quite peaceful out there actually."

"I don't like it," I muttered.

15th Felsite

"Here they come," Endok said. "A little late, but better late than never I guess."

FPS: 105 <47>

The Enemy Is Upon Us!

A vile force of darkness has arrived!

"What have we got?" I asked as I joined the marksdwarf on the ramparts.

"Swords, maces, spears, I can see two squads of ogres coming our way."

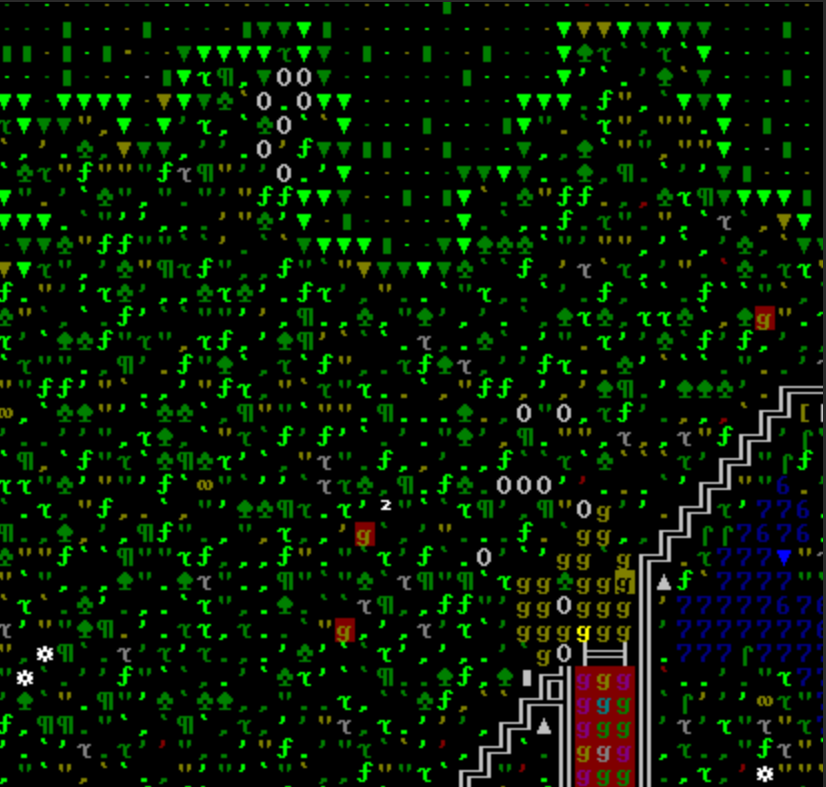
"Bowmen?"

"None. No cave crawlers either."

Of course, I thought, because we've got their general. He's the only one who can tame the cave crawlers. I thought about that for a moment. "So... they have absolutely no way of hurting us unless we open the gate to let them in?"

"Right, Zeph."

A slow grin spread across my face. "Well, why don't you and Lafiel go and say hello to them at the gate?"



"Spear squad's backing off," Amante said. "Let's see if we can get a few of those ogres. They should be in range."

The flying <≡llama bone bolt≡> strikes The Ogre in the right lower arm, chipping the bone through the <<large giant leopard leather cloak>>!

The flying <≡llama bone bolt≡> strikes The Ogress in the upper body, bruising the muscle and bruising the liver through the <<large troll fur cloak>>!

"Nice shot, Letterlegends."

"Thanks!"

'Ubendastot GrandGoldenWorm' Lolorgomath has become a Marksdwarf.

"Hey!" yelled Peregarrett. "Don't forget my iron!"



"Ogres have lost interest," Amante reported. "Macegoblins are retreating without a fight. No sign of the swordsmen, they never came near us. Must not have liked the look of us for some reason. Well, that was *pathetic*..."

"If there's no dwarven injuries, I call it a victory," I said.

There wasn't much iron for Peregarrett to salvage this time.

It was only the sixth of Hematite, and the halfhearted siege was broken. It was as if losing Atu had broken the goblins' will. I went down to the depot to trade with the elves.

"Good morning gentlemen, and what have you got for us todaWHAT THE HELL IS THAT"

Stray Tree Squid <Tame>

Merchant <Caged>

Spoiler: Tree Squid (click to show/hide)

FPS: 100 <44>

Stray Tree Squid <Tame>

A gentle arboreal cephalopod found in thick forests. Its meat is a renowned delicacy.

She is short and skinny. Her skin is green.

Tree squid are not even the weirdest of my modded creatures, but they're probably my favorites. I made them at the request of a friend along with racing snails (she has a weird sense of humor). They're small, inoffensive and rare, but have very high value meat. I didn't buy it, funny as tree squid soap would be; we've got more than enough animals right now.

Having concluded business with the elves (sadly they had not brought another giant eagle; I suggested they might consider it next year), I went downstairs to the phyllite layer, where I'd had a small chamber dug out off the dining room.



"Well," I said, "it looks like your friends can't value you all that much. Half a dozen crossbow bolts and they were in full retreat."

Atu looked at me silently through the bars of his cage. His fine clothes were crumpled and dirty from long wear in cramped conditions.

"What's the matter, cave crawler got your tongue?"

"It is poor form to taunt a defeated enemy, dwarf."

"Oh, so you *can* talk! Why do you keep attacking us? All we want to do is live here in peace."

"Peace!" The goblin laughed, a sick, hoarse, humorless sound. "You will never know peace here."

"Why? Why can't we live in peace?!" Perhaps it was elvish of me, but I honestly wanted to know, to understand. I'd come here to make soap, not wage war.

Atu was quiet for a long time, and I thought he would not speak. I turned my back to leave the room.

"You will all die here," Atu Liebiles said, "but not by *our* hands."

Spoiler (click to show/hide)

Damnation, seems like just encountering the general is enough to stop mounts ever being generated again. Oh well I can work it into the story anyway. TOADY FIX THIS PLEASE 🙄

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 30, 2011, 05:49:08 am**

You've should let them enter those gates and kill every of them! More iron, more steel!

Also, those guardhouses should have the only entrance from underground, so guys can patrol there without chance of being attacked in melee combat.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 30, 2011, 06:12:05 am**

I love the smell of steel in the morning. And in the afternoon as well.

I'd say we have plenty of iron already to make use of, with all the previous sieges?

Edit: Also, if the general happened to break free and flee, would that bring the crawlers back?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Geb** on **May 30, 2011, 06:34:34 am**

Ah, wonderful windmill, providing flour and sugar. There's so much that a dwarven cook can do with these wonderful ingredients.

For example, you can put the sugar onto the flour, or put the flour onto the sugar. Or you can put sugar onto quarry bush leaves, and mince them. Or put flour on plump helmets, and mince them...

I could go on listing recipes almost forever. So versatile!

(I have occasionally thought that the kitchen workshop should use fuel so that there can be some actual heating of things instead of just mincing ingredients. This is, of course, nothing but an excuse to have a second workshop type available: the magma kitchen)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Algeroth** on **May 30, 2011, 06:46:06 am**

Interestrng premise for this fort. Could I be dwarfed? The marks/hammerdwarf combination you've wrote about made me wonder if its viable. Could you take one dwarf (no preferences here, just pick the one that you think is best) and nickname it "Al"? Lets see how long he/she will live. (And could you make a steel crssbow for that dwarf?)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 30, 2011, 06:48:12 am**

Re general, no. :(I tried that in my other fort which is now 27 years old. If he leaves the map he disappears off the list of leaders for the goblin civ, and they'll never have a general again. It's related to the thing where you get a new dwarven liaison every year. At least while we have Atu caged they're still listed as having a general.

We actually don't have a lot of iron, even now. The main things we're getting off the goblins are iron caps, and you have to melt ten of those to get one bar. I would guess about 50% of killed goblins have an iron cap/shield and the rest of them have copper. Rarely I get an iron great axe or two handed sword which is half a bar right there. I am starting to work on armor though, hoping the dwarven caravan will bring a good amount of steel and pig iron this year.

Algeroth, I can dwarf you but don't expect to have a steel crossbow for some years!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Algeroth** on **May 30, 2011, 06:57:28 am**

Damn, It looked soo optimistic from your report. Ok, give me the heaviest crossbow you have.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 30, 2011, 07:03:37 am**

I'll just leave this here.

‘Peregarett’ Thizatîs has created a masterpiece!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarett** on **May 30, 2011, 07:10:39 am**

Woo-hoo!!! What I was working on? Mail shirt? Breastplate?

EDIT: By the way, shoudn't we start melting excess armor? If each of those goblins had a mail shirt or boots, we'd have them more than enough. And melting armor returns quite a bit.
Also, buy all anvils traders bring, they don't have quality modifiers and thus have stable cost.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 30, 2011, 07:33:56 am**

Leather armor and regular shoes/socks for the goblins, I'm afraid. When I say we're melting caps and shields, I mean the *only* metal they have on them is their caps, weapons and occasional shields. Never mind, we'll get there in the end.

At least their lack of equipment makes them easier to shoot :))

EDIT: and yeah, anvils account for about half our current steel stock LOL. Thank Kovest for anvils and their 1/1 yield rate, it's actually slightly cheaper to buy an anvil than the equivalent steel bar.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 30, 2011, 11:12:53 am**

Another nine dwarves joined us on the 27th Malachite, bringing Soaplanterns' population to 195 dwarfs. Nearly two hundred dwarves! The place was a metropolis. I didn't recognize most of the faces I saw in the bustling corridors. We were going to need more bedrooms, there were a lot of homeless dwarves right now. Dr Kosotham got quite annoyed to find the beds in his brand new phyllite hospital constantly occupied.

11th Galena

"They're back, Zephyr," Endok said.

"*Seriously?*"

"Afraid so. It's mainly swords and pikes this time, but they've got an elite bowman with them."

"Right," I said, thinking quickly. "Get your marksdwarves down off the walls and pull them back to the inner fortress. And tell Taup Caudata to ready Bessie, we may need her."

"We gonna trap them?" the marksdwarf said.

"Some of them. I don't want to let that bowman in at all if I can help it."

A group of ogres made it through the gate first, shortly followed by the swordgoblins. They scattered to chase down a pair of puppies that had been wandering the outside. I ordered the lever pulled, shutting the bowman and his spear squad outside for the time being. The fewer meat shields that bowman had when we took him on, the better.



The swordgoblins began to fall, as Endok and the Seas of Silver peppered them with bolts. Their leader, the spearmaster, walked right up to the walls of Soaplanterns, unafraid, as bolts thudded into the ground all around him.



"Dwarves!" he shouted. "Give us Atu!"

"Go home and cry to your mom!" marksdwarf-Muthkat retorted. He fired. The goblin stepped carelessly away from the bolt. Now he was too close under the walls to be hit.

"Give us Atu!" the goblin called again.

"I'd *really* like to hit that guy," marksdwarf-Muthkat said through clenched teeth. He reached back for his quiver. "Damn it, I'm out."

"Anyone who needs bolts, go get some," Endok said. "And then get back up here for round two."

Sibrek Udizasën, Marksdwarf	Pickup Equipment
`Al' Okirlitast, Marksdwarf	Pickup Equipment
Mafol Logemnoram, Marksdwarf	Station
Moldath Keshankol, Marksdwarf	Drink
`Amante' Idmesir, Marksdwarf	Eat
`Jax' Asizrovod, Marksdwarf	Pickup Equipment
Adil Koladil, Marksdwarf	Eat
Monom Kodormistêm, Marksdwarf	Station
Zefon Udilakgos, Marksdwarf	Station
Cerol Munèstlör, Marksdwarf	Station
`Lafiel' Lolorrovod, Marksdwarf	Station
`Ubendastot GrandGoldenWorm' Lolorgomath, Marksdwarf	
Meng Kedèrith, Marksdwarf	Pickup Equipment
Feb Otsussazir, Marksdwarf	Pickup Equipment
Uzol Kilrudmeh, Marksdwarf	Station

The Goblin Spearmaster blocks The flying <≡horse bone bolt≡>!
The Goblin Spearmaster blocks The flying <≡reindeer bone bolt≡>!
The Goblin Spearmaster jumps away from The flying <+water buffalo bone bolt+>!
The Goblin Spearmaster blocks The flying <≡cow bone bolt≡>!
The Goblin Spearmaster blocks The flying <≡cow bone bolt≡>!
The Goblin Spearmaster blocks The flying <≡cow bone bolt≡>!
The Goblin Spearmaster blocks The flying <≡cow bone bolt≡>!
The Goblin Spearmaster blocks The flying <≡cow bone bolt≡>!
The Goblin Spearmaster jumps away from The flying <≡cow bone bolt≡>!
The Goblin Spearmaster jumps away from The flying <≡elephant bone bolt≡>!
The Goblin Spearmaster jumps away from The flying <≡elephant bone bolt≡>!
The Goblin Spearmaster blocks The flying <≡elephant bone bolt≡>!
The Goblin Spearmaster jumps away from The flying <≡elephant bone bolt≡>!
The flying <#horse bone bolt*> misses The Goblin Spearmaster!
The Goblin Spearmaster blocks The flying <#horse bone bolt*>!
The Goblin Spearmaster blocks The flying <≡cow bone bolt≡>!
The Goblin Spearmaster blocks The flying <#pig bone bolt*>!
The flying <≡cow bone bolt≡> misses The Goblin Spearmaster!
The flying <≡pig bone bolt≡> misses The Goblin Spearmaster!

The spearmaster seemed to have a charmed life; none of the marksdwarves could hit him. He walked through the hail of bolts as if they weren't there, spinning his spear with a flourish to bat bolts away. Then marksdwarf-Muthkat aimed more carefully. The spearmaster dodged, graceful as a bending willow--and fell headfirst into the murky pool.

Ngokang Slonuanxu, Goblin Spearmaster	
"Ngokang Chantedseduce"	
upper body	
lower body	Stunned
head	Drowning
right upper arm	
left upper arm	
right lower arm	
left lower arm	
right hand	
left hand	
right upper leg	
left upper leg	
right lower leg	
left lower leg	
right foot	
left foot	

A roar of laughter went up from the walls as the spearmaster struggled back out again, coughing and dripping wet. He was unharmed, but winded, and covered in mud and filth; that pool had all sorts of assorted yuck in it by now. He limped away from the walls and took cover behind Bessie's pillbox.



"Shame you cut those ramps, Zephyr," Dr Kosotham said.

"You wouldn't be saying that if it was one of ours that had fallen in."

"True."

There were hardly any hostiles out there now except for the ogres, who were out of range. "All right, stop firing," I called to the marksdwarves. "You're just wasting bolts now. We need a new plan."

"Open the gates and let us at them," said Nevyn.

"Are you sure? That spearmaster looks like serious business--and that group of ogres hasn't even been touched yet. They're going to come straight at you the moment that gate opens."

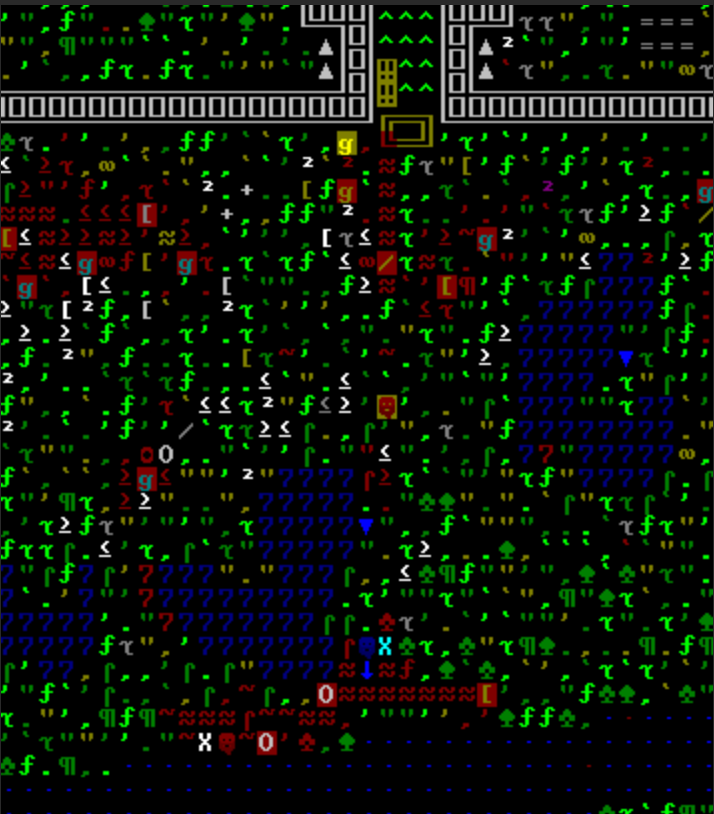
"Damn right I'm sure. What have we been training for all this time if we're never going to fight?"

He had a point. "All right," I said. "Go for it. But--please be careful."

The Crystalline Oceans gathered in the gatehouse. They were excited; at long last they would be seeing some real action! I wished I could make them understand how dangerous this was.

The sandstone bridge creaked down, and the Crystalline Oceans stepped out onto the battlefield. A crippled goblin lay moaning nearby; 'somebody' walked over and idly chopped his head off with her bismuth bronze battle axe. Then the ogres were charging, the ground trembling beneath their massive feet.

"No!" I yelled. "*Don't go toward the river!*" But it was too late. The dwarves and ogres met on the very edge of the river, where a sheer bank dropped two urists into deep water. In moments, speardwarf Logem had been charged and thrown off bodily by a hulking ogress. Katana cursed and hacked at the monster, shattering her skull; she fell with a thunderous crash, dead before she hit the ground.



The spearmaster was coming to the aid of the ogre squad. He targeted Oddom first, taking out her left arm and then her right foot with two perfectly aimed spear strikes. She fell, gasping in pain, too shocked to scream.

```
The Goblin Spearmaster counterstrikes!
The Goblin Spearmaster stabs The Irregular in the left upper arm with his
<<-«*copper spear*»->>, tearing the muscle through the <<tiger leather
armor>>?!
An artery has been opened by the attack and a motor nerve has been
severed!
The <<-«*copper spear*»->> has lodged firmly in the wound!
The Irregular loses hold of the -copper mace-.
The Irregular misses The Goblin Spearmaster!
The Goblin Spearmaster counterstrikes!
The Goblin Spearmaster stabs The Irregular in the right foot with his
<<-«*copper spear*»->>, tearing the muscle and bruising the bone through
the *pig leather high boot*!
An artery has been opened by the attack, a sensory nerve has been
severed, a ligament has been torn and a tendon has been torn!
The Irregular falls over.
The Ogress attacks The Irregular but She rolls away!
The Irregular is no longer stunned.
```

He raised his spear for the finishing blow.

```
The flying <≡pig bone bolt≡> strikes The Goblin Spearmaster in the lower
body, tearing the muscle and tearing the guts through the <<«*chimpanzee
leather cloak*»>>?!
The Goblin Spearmaster looks sick!
```

"I don't think so," Endok grunted.

All the fight went out of him after that. Zon and 'somebody' finished him off. Aside from a couple of terrified and badly wounded goblins who had backed off behind Bessie, the first wave had been totally wiped out...

Logem Rulushsodel Bonunbomrek, Irregular has drowned.

...although not without a sad cost.

And the bowman was still out there.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **May 30, 2011, 11:28:25 am**

Wow, poor Dwarves.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **rridgway** on **May 30, 2011, 11:51:10 am**

Woo! So much blood for my dwarf to revel in spilling, while performing surgery on those injured! Muahahahahahaha! Not that my dwarf is evil, by the way.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **May 30, 2011, 12:42:27 pm**

Just want to say, your writeups are hilarious and awesome. I literally did a spit-take when the spearmaster fell into the murky pool.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 30, 2011, 02:03:35 pm**

Maybe we should arrange some real training? I mean, training weapons to our guys, goblin stripped of his gear and dropped to barrack... Those fight masters kind of annoy me.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 30, 2011, 02:14:02 pm**

The phyllite gate opened. The goblins stood outside, watching, glancing up at the walls. They huddled together, gathering around their captains. We were too far away to hear what was said, but the argument appeared to be a fierce one.

A day passed.

"They're leaving," Lafiel said as she came into my office, looking disappointed.

"Really? Damn!" There went Peregarrett's iron again. At least we had the swordgoblins' equipment, I supposed. And the siege had broken soon enough that the dwarven caravan would be safe. We could--hopefully--expect a delivery this year.

And we had time to try to figure out how to recover our dead.



Of course I had had a slab made and engraved for Logem, but that seemed a sorry reward for a dwarf who had done so much to keep Soaplanterns safe. I wanted her body to rest in honor in the mausoleum, with Ushrir and the rest of our fallen.

...Besides, she'd been carrying the fort's only steel spear.



"Looks like we win again, Atu," I said. "Your ogres killed a good dwarf, though, and crippled another. I hear Oddom will never use that foot or hand again. We'll have to retire her from duty."

The goblin looked at me wearily, but said nothing in response.

"Is it worth it? Really?" I waited for a few more moments, then turned.

"Dwarf," Atu said in a low hoarse voice, as I reached out for the door handle. I stopped. "Don't dig any deeper. You hear me? There is nothing here for you."

"I'm not afraid of your nebulous threats," I said. "You're the one who should be afraid. We could kill you at any time."

"You are closer to death than I," the goblin said.

"I've got an idea," Medtob said, "but I'll need an enormous corkscrew. Oh--and a windmill."

"...You know what, I'm not even going to ask. Just talk to the carpenters and get whatever you need."

"Mr Madushkubuk?" Taup Caudata said. "I want to make some modifications to Bessie. Can I have a--"

"Yes. Do it."

"You don't even know what I'm--"

"No, and I wouldn't understand if you explained it to me. Listen. You're in charge of siege operations from now on, all right? Anything that involves Bessie is your remit, you do what you think best."

"Well, all right then!" he said with rising enthusiasm.

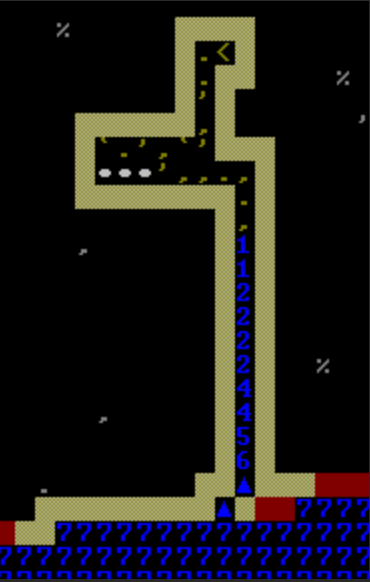
```
Siege Workshop
Construct Ballista Parts
Construct Ballista Parts
Construct Ballista Parts
```

```
Edzul Messazir, Suturer cancels Construct Building: Cannot reach site.
The dwarves suspended the construction of phyllite Gear Assembly.
Thikut Avuzbidok, Weaponsmith cancels Construct Building: Could not find
path.
>The dwarves suspended the construction of Screw Pump.
```

"Whoops," said Rovod the miner.



He looked curiously at his surroundings.



"Well, that's a bit of a pain. Gee, and I'm really thirsty too..."

"Mr Madushkubuk?" billybobfred said.

"Argh, *what?* If it's not goblin related I don't care. I am *trying to make soap.*"

"Well, uh, there's a *teeny* bit of a flood."

"What? How big of a flood?"

"Not a big flood!" she said hastily. "Just a teeny little flood. But, er... we've sort of lost the catapult training range. And, er, Rovod."

I put the lye bucket down carefully.

"*MEDTOB!!*"

We stood on the riverbank and surveyed the damage.

"Wait," Medtob said. "Don't panic. This can totally still work. We just need more corkscrews, and a way to drain that tunnel... Wait, the aquifer's right beneath! Get down there and hack a hole in the floor, quick."

"You *what?*"

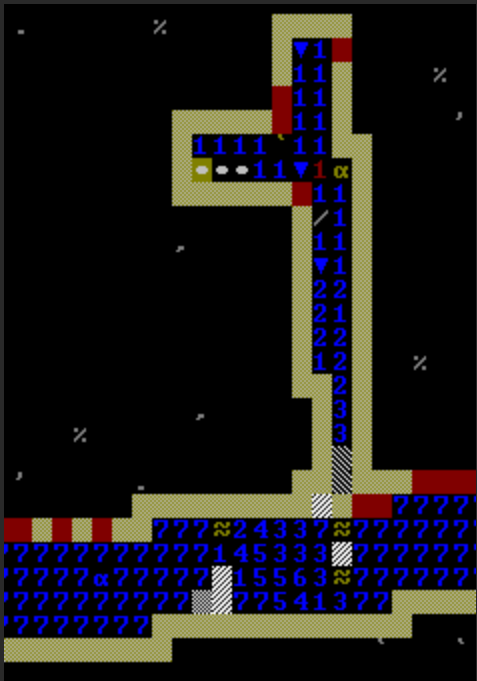
"Just do it, Soapmaster. You've got a pick on you, and you're closest. Run, before the tunnel fills completely. That'll give us a drain to work with."

I did as I was told.

Seven more dwarves joined us on the ninth of Sandstone, bringing Soaplanterns' population to 201 dwarves. That was the most that the mountainhome was allowed to send us, as far as I knew. As of now, we were officially full up.

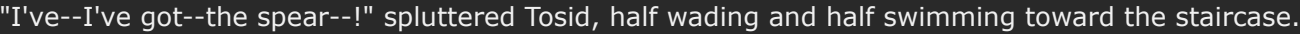
"So what am I looking at here, aside from a violation of physics?"

"It's simple," Medtob said. "The windmills power the pumps. The pumps pump the river back on itself. And that lets us get down onto the riverbed to collect the body."



"Yeah, I'm, uh, sorry about that... Could you possibly go down into the passage and knock a few more holes in the floor to help it drain?"

It was a travesty of dwarves being swept off their feet, dwarves falling into muddy holes, dwarves getting halfway down the flooded tunnel before losing their nerve and struggling back out again spitting water.

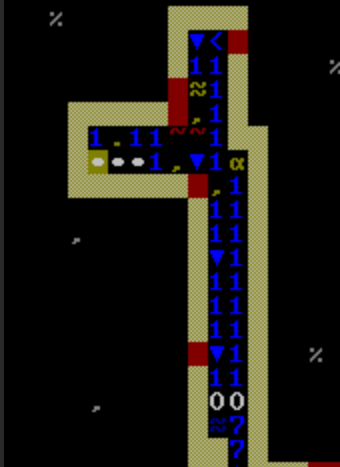


Bēmbul Kûbukkilrud, Architect
 "Bēmbul Lancedbronze"

<muskox leather trousers>, Lower body
 <alpaca wool dress>, Upper body
 <cave spider silk robe>, Upper body
 <pig tail fiber cloak>, Upper body
 <muskox leather cap>, Head
 <giant cave spider silk hood>, Head
 <llama wool left glove>, Left hand
 <alpaca wool left mitten>, Left hand
 <llama wool right glove>, Right hand
 <alpaca wool right mitten>, Right hand
 <pig tail fiber sock>, Left foot
 <pig tail fiber shoe>, Left foot
 <pig tail fiber sock>, Right foot
 <pig tail fiber shoe>, Right foot
 Logem Rulushsodel Bonunhomrek's partial skeleton,

g:Gen i:Inv p:Prf w:Wnd z:\$t
 ESC: Done

"Let's *never* do that again..."



Eventually, a group of brave masons managed to get a stone wall up to block the flow. The windmills were taken down again. Aside from the thick mud and a stench of dead fish, Taup Caudata's catapult range had been saved. It would dry out sooner or later.



And Logem Splashshields the Sooty Whips could rest peacefully in the mausoleum.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **May 30, 2011, 02:20:43 pm**

Silly Rovod.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Ahra on May 30, 2011, 02:48:32 pm

yay spear :)

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Yoink on May 30, 2011, 08:18:20 pm

Rest in Peace Logen. :(

Hardly get any soap made these days, it seems! Always something dangerous/exciting/stupid/crazy happening. :P
Poor Madushkubuk!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mayerm** on **May 30, 2011, 09:24:53 pm**

read this entire post today... GREAT JOB! could you dwarf me? preferably a mechanic/architech prodegy appreticed to mestob to make the new mountainhome great and bring the dwarves into easy living! my first design? build the fountain in the great hall out of... wait for it... WAIT FOR IT... soap. a soapy monument!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Foxbyte** on **May 30, 2011, 09:26:06 pm**

This is one of the greatest tales I've read since the days of Boatmurdered. You've inspired me once again, after months of absence, to take up the pick once more.

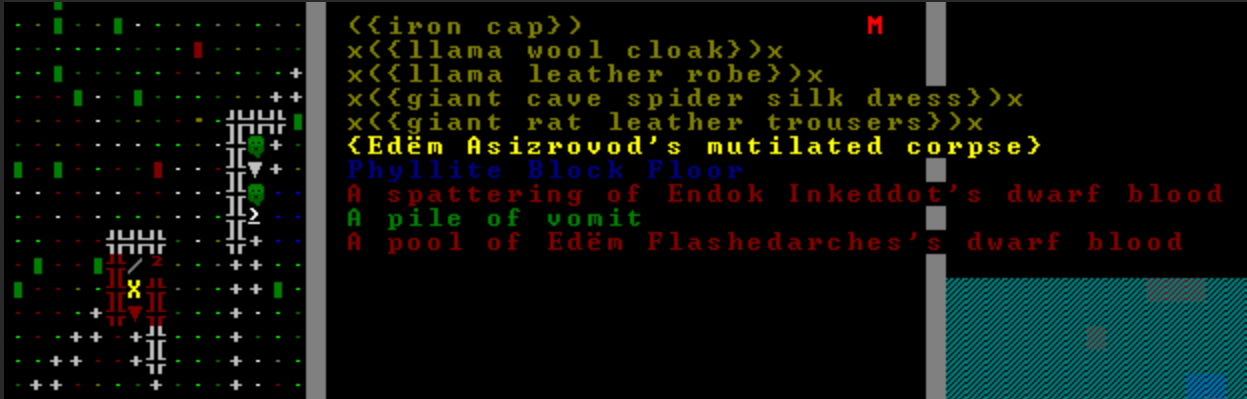
Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 31, 2011, 01:40:56 am**

Never leave your dead unburied.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: zephyr_hound on May 31, 2011, 03:51:18 am

[Seeing as we are now at popcap, I have dwarfed cahocachi as a woodcrafter and Goat as a farmer, you guys will have to train up at your chosen skills (glassmaking, bonecrafting). I have dwarfed JacenHanLovesLegos as a farmer (same deal, will need to train up) and Mayerm as an architect. I think that is everyone, if I have missed someone please post.]

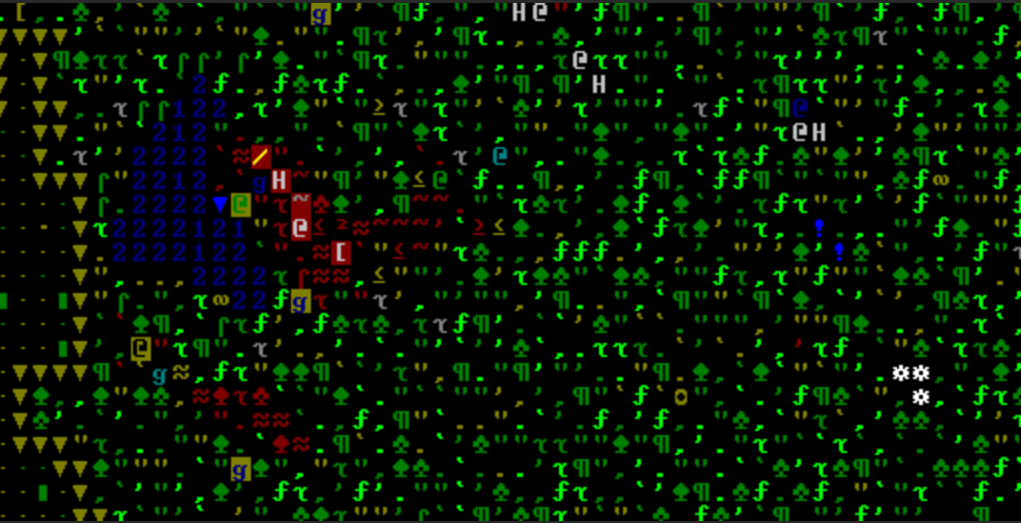
27th Timber



"Someone explain to me how this happened," I said.

"Well," Vudnis said unhappily, "we were distracted by what was happening to the merchant caravan--"

"WHAT was happening to the merchant caravan?"



"And then a bunch of spearmen appeared at the gate--"



"And we shouted for help but I guess the Crystalline Oceans didn't hear us in time, so we had to try to stop them by ourselves, and while Amante was shooting one of them another one sneaked past her--"



--and, er, I think a horse has gone berserk over there."

"A *horse*," I said. "Has gone *berserk*."

```
Rushrulsazir, Horse
"Purplebridges"
In a berserk rage!, ♀
```

"Well, so much for trading this year. Where's Amante and Endok?"

FPS: 100 <44> The Health of 'Amante' Idmesir, Marksdwarf				
46:	Status	Wounds	Treatment	H
Thirsty				
Sensory nerve damage				

FPS: 100 <46> The Health of Endok Likotsacat, Marksdwarf				
46:	Status	Wounds	Treatment	His
Ability to grasp somewhat impaired				
Motor nerve damage				

"You are kidding me."

"Excuse me," said a grim voice behind me. "Might I have a word, Mr Madushkubuk?"

The mFPS: 92 <41>udkel meets with the outpost liaison Urist Mistêmlebes	
Urist Mistêmlebes: I am your liaison from the Mountainhomes. Let's discuss your situation.	

Spoiler (click to show/hide)
Merchants go insane immediately now if they get attacked??

and GODDAMNIT I AM KEEPING OUR GATE OPEN SPECIFICALLY SO THE AMBUSHES COME TO US INSTEAD OF LURKING THE MAP EDGE
WHYYYYY. ALL OF MY *HATE*

Yes, that's why I was talking about underground entrance to guard towers. :(

Berserk horse, rofl! :D :D :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 31, 2011, 04:27:04 am**

I had actually just started work on the underground guard towers, believe it or not. Not fast enough evidently.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **May 31, 2011, 04:44:11 am**

Can you dwarf me as a mechanic? Male, Shane Sabreking, alright if you need to use me as a fighter. Would also like a pet dog (NOT war dog) called Keisha (my dog in real life) if there are any free.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 31, 2011, 04:57:38 am**

Can't name dogs, Gamerlord, the dwarves name them what they want to name them. Otherwise yes.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 31, 2011, 05:22:06 am**

Wow, that sucks...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **May 31, 2011, 05:29:47 am**

Forgot about naming dogs. Aw well.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 31, 2011, 09:28:35 am**

Oh dear.

Poor Endok, he can still craft right?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **nanomage** on **May 31, 2011, 10:07:18 am**

Quote from: katana on May 31, 2011, 09:28:35 am

Oh dear.
Poor Endok, he can still craft right?

Actually, one-handed dwarves fight just fine wielding both weapon and shield with one healthy hand. Don't know if they gain penalties for it though.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **May 31, 2011, 10:15:34 am**

The liaison had not been impressed with our performance this autumn. My ears were still ringing.

"On the plus side," Peregarrett said cheerfully, "we still got the steel we ordered. And there's only seven melee soldiers to kit out now, so we don't even need as much as we did before."

"Snatcher! Snatcher!"

A kidnapper has made off with the Dwarven child Bomrek Eshtânnökör!

I went down to the phyllite layer, entered my bedroom, opened my nice phyllite cabinet, put my head inside and screamed. Quietly, so as not to wake the neighbors.

9th Obsidian

"How do you feel?" I asked anxiously.



"A bit like a metal barrel full of meat." Nevyn's voice was muffled. "Are you sure this isn't overkill?"

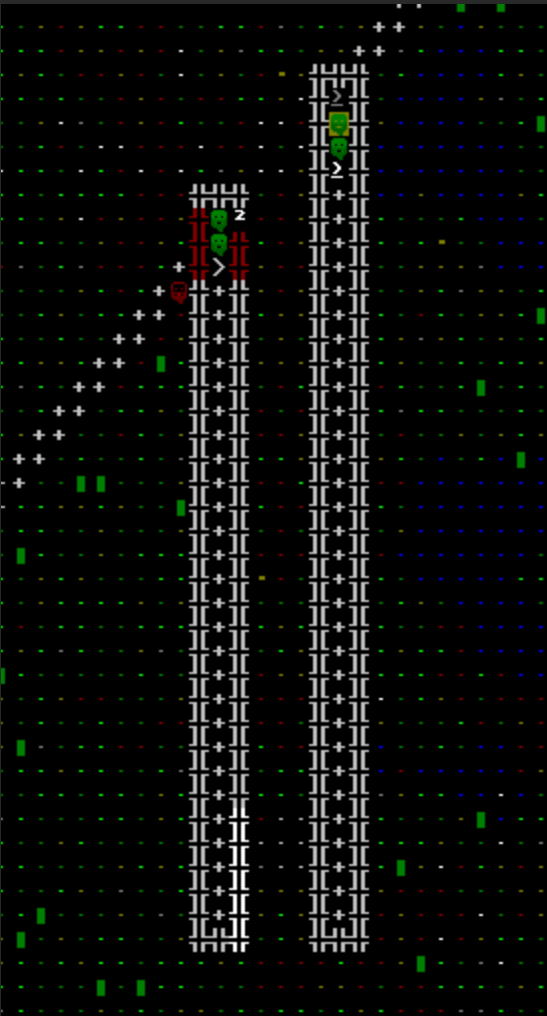
Peregarrett looked proud. "Are you kidding? This is the good stuff. They won't get through *that*."

"I'm not sure I can get through it either. I may need a straw." He clanked away, awkwardly, to go and get a drink.

I turned to Peregarrett. "How much have we got?"

"Seven full sets," the armorsmith said. "Enough to kit out all the melee dwarves."

Should have been nine, I thought glumly. But Logem was dead and Oddom--I couldn't in all fairness leave her in the squad, though she'd said she was still willing to fight. Maybe after she'd learned to get around on that crutch...



At least no more ambushes would get the more lightly armored marksdwarves. There was no way now to get onto the fortification points except by going underground.

I got billybobfred to put a couple of cage traps in the underground passage that led there anyway. Not that I was paranoid or anything...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **May 31, 2011, 10:19:02 am**

Regardless, I think I may be needing a bit more practice with the swords. I want to see a Bloody arc of blood around me, alone, and not a single scratch on me.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zmas** on **May 31, 2011, 10:22:17 am**

Just finished reading the whole thing, very cool! I would like to be dorfed, anyone in the military but i would prefer to be melee.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **May 31, 2011, 10:29:19 am**

Quote from: Neyvn on May 31, 2011, 10:19:02 am
Regardless, I think I may be needing a bit more practice with the swords. I want to see a Bloody arc of blood around me, alone, and not a single scratch on me.

Same :P

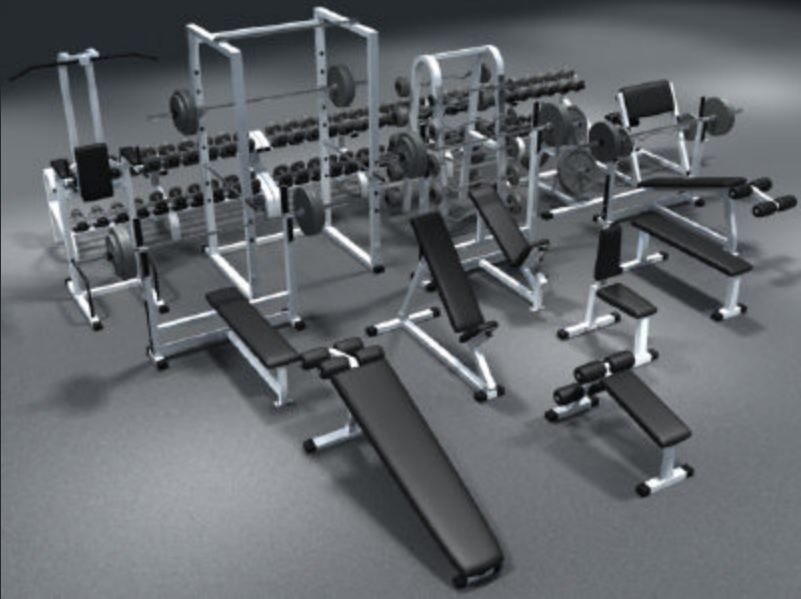
I suggest stripping prisoners then beating them with a wooden sword. Worked for me in inkyramparts pretty well.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **May 31, 2011, 10:34:45 am**

Lol @ Pere: "Well, at least we have enough armour to go 'round now!"
:P Whose baby was that, anyway? :(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 31, 2011, 10:37:12 am**

is zon stronger now?
with the pumping?
it would be cool,if he got one of the pumps in his bedroom.



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **May 31, 2011, 11:09:15 am**

It appears my attempt at posting earlier today had been nommed by the great unknowable!

Anyway, with Taup taking charge of all siege operations for the fort, I'm expecting to see some... overkill.

Pillboxes with a 360 degree field of fire, ballista for hallways, catapults for everyplace else...

Stuff like that. For bonus points, make the silhouette of a catapult on the ground using cattapults!

Actually, is it possible to put a pair of 'sniper' catapults up elevated towers? If only for the fact that it'll -look- good.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **May 31, 2011, 11:21:23 am**

If you are still going on with this, I'd like to be dwarfed.

Name: "G"
Professions: Marks/axedwarf, with the custom profession of "Berserker" and the civilian profession of engineering
Sex:Mal

Nice person while on civilian duty, and while on military duty(or if you piss him off), if he is an axedwarf, he flies into a bloody rage with little regard for defence, but makes up for it with his fast ability to heal. If he is a marksdwarf, he will have the ability to reload bolts MUCH faster than any of the other marksdwarves.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Killabyte** on **May 31, 2011, 12:24:37 pm**

Just read through this, really funny! :P

I would like to be dwarfed as 'Killabyte', either gender though preferably female, either a sword/spear dwarf or a mechanic.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **May 31, 2011, 01:07:48 pm**

Quote from: Yoink on May 31, 2011, 10:34:45 am
LoL @ Pere: "Well, at least we have enough armour to go 'round now!"

Exactly! But live-training would be useful anyway. Even for marksdwarves.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmgold** on **May 31, 2011, 03:20:23 pm**

I think Ubendastot is wondering when the marksdwarves get their armor...
After all, look at all the elite bowmen we've been facing!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **May 31, 2011, 04:11:09 pm**

>Steel-clad marksdwarves
Fu** yeah. Robocop Platoon!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 31, 2011, 04:15:42 pm**

now with gatling crossbows!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **runlvlzero** on **May 31, 2011, 04:37:13 pm**

Now if only my marks dwarves looked like that...

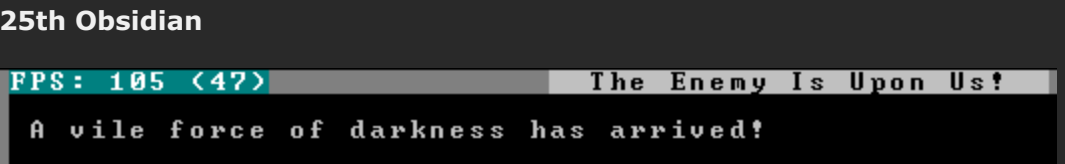
Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **May 31, 2011, 04:38:20 pm**

why not?
dwarven craftsmanship is of the ultimate quality!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **runlvlzero** on **May 31, 2011, 08:33:07 pm**

Actually sure one day I just got to the point were I could order a truckload of steel from a caravan but got wiped out directly after by a goblin ambush sneaking in and killing my legendary crafters etc... Actually I learned allot about security from these stories and my game has been improving... my failure there was I started on the low ground and in walling off the sky I had left big overhanging channeled out mounds connecting to my upper walls by mistake, halfway through fixing it I got 3 ambushes (which I actually repelled) but I got overconfident and lost a ton of dorfs to a single ambush after I let my soldiers take some time off.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 01, 2011, 04:42:30 am**



"All right, these guys are really starting to piss me off. Do they have any elite bowmen?"

"No bowmen at all," trigg said.

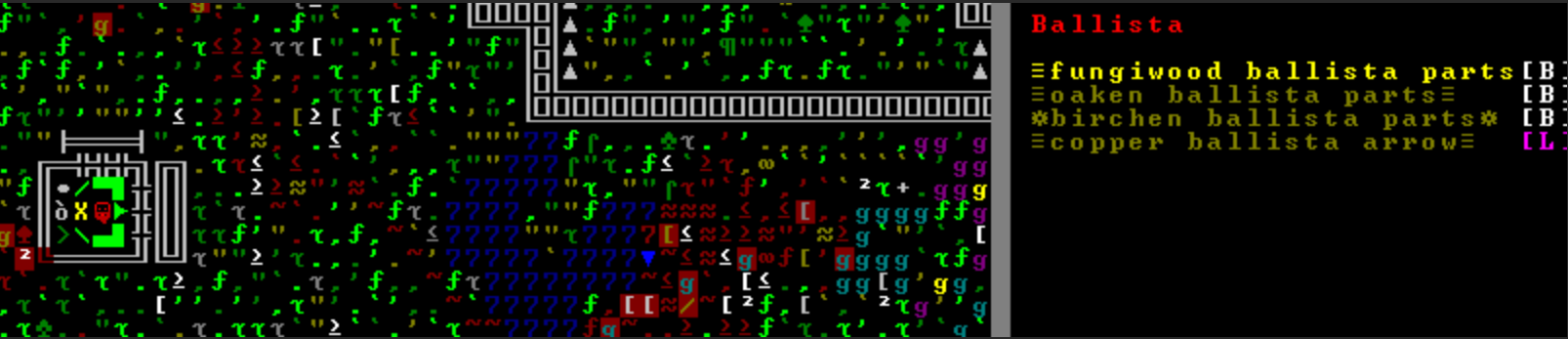
I sighed. "Well, in that case, I guess we let them in, cage trap some, shoot the rest half to death and send the melee soldiers in to clean up. Just like every other time."

"Mr Madushkubuk?" It was Taup Caudata. "I've got a favor to ask. Actually, can you keep the soldiers inside for this one?"

"Why?" They weren't going to be too happy about that; they wanted to test out their new gear.

"Well," he said, "I've made the modifications to Bessie..."

There were two groups of goblins milling around in front of Soaplanterns' gate: swordsmen and hammermen, with a pair of spearmasters leading them. Their curses and yells faded away to confused silence as the little pillbox popped open behind them.



"Hello, gentlemen," said Taup Caudata. "Welcome to Soaplanterns."

```
The flying +copper ballista arrow+ strikes The Goblin Hammerman in the
upper body, bruising the muscle, jamming the right floating rib through
the liver and tearing apart the liver!
The flying +copper ballista arrow+ strikes The Goblin Hammerman in the
upper body, bruising the muscle and bruising the liver through the <<foul
blendec leather cloak>>!
The flying +copper ballista arrow+ strikes The Goblin Hammerman in the
right lower leg, bruising the muscle through the <<troll fur trousers>>!
The flying +copper ballista arrow+ strikes The Goblin Hammerman in the
right upper arm, jamming the bone through the right shoulder's muscle and
shattering the right shoulder's bone!
The flying +copper ballista arrow+ strikes The Goblin Hammerman in the
upper body, bruising the muscle, jamming the right false rib through the
liver and tearing apart the liver!
The Goblin Hammerman blocks The flying +copper ballista arrow+!
The Goblin Hammerman gives in to pain.
The Goblin Hammerman falls over.
The Goblin Hammerman regains consciousness.
The Goblin Hammerman gives in to pain.
The Goblin Hammerman regains consciousness.
```

I didn't remember authorizing this. "Dear *gods*. How many of those did your smiths make him, Peregarrett?"

"Eight metal heads, just as a test. I figured we could spare him some copper."

"All right then," said a gruff, familiar voice behind me. "Shall we get up on the wall and help him?"

"*Endok*? But you can't--your *hand*--" Endok's now useless left hand was strapped up. I knew he'd never have any grip in it again; Dr Kosotham had told me so.

Endok looked at me silently, then reached back and took an arrow from his quiver. Holding it in his teeth, he lifted the crossbow that was attached to his belt by a strip of leather. The bolt dropped into place with a click, and with one flick of his wrist he had the small bow loaded.

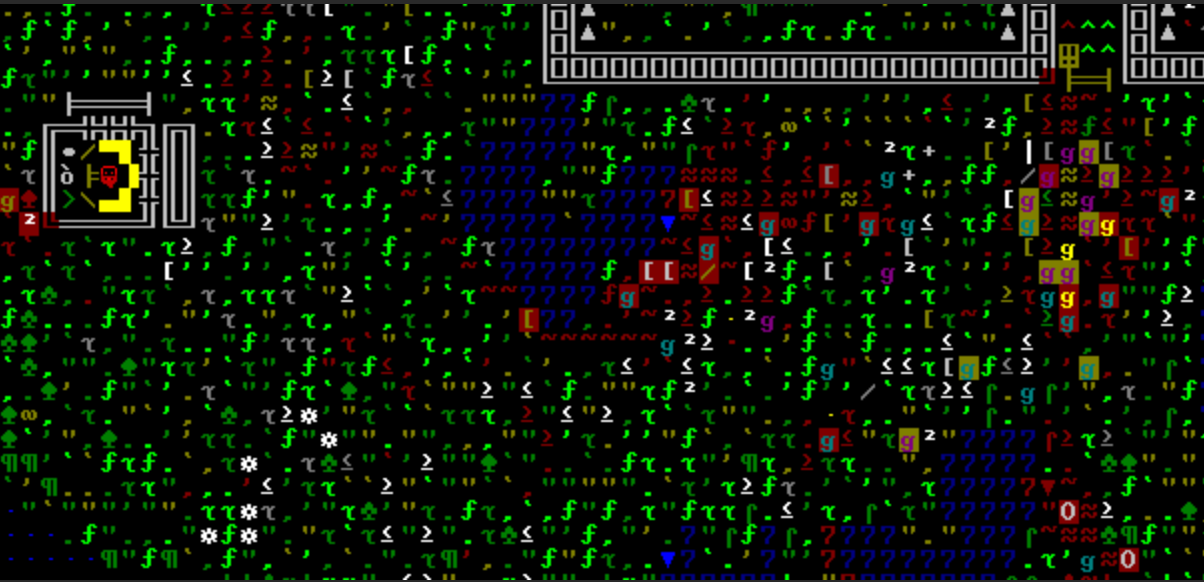
"Any questions?" the marksdwarf said.

28th Obsidian

Mûthkat Alekgeshud Eshonzulashagseth Moldath has become a Elite Marksdwarf.

"Five kills!" marksdwarf-Muthkat celebrated. "Five ki-ills! Oh yeah, I'm good, I'm good."

"I'll get you yet," Endok muttered. He still only had four.



"I think they're suitably softened up now," I said. "Tell Taup Caudata to stop firing, and then tell the Crystalline Oceans to assemble."

8th Granite

with his ingizb  r  l Gas  s Olthez, but the attack is deflected by The Goblin Swordsman's <<giant cave spider silk trousers>>!
The Defense Expert stabs The Goblin Swordsman in the upper body with his ingizb  r  l Gas  s Olthez, tearing the muscle and bruising the liver through the <<jumping rat leather cloak>>!
An artery has been opened by the attack!
The Defense Expert stabs The Goblin Swordsman in the left lower leg with his ingizb  r  l Gas  s Olthez, tearing the muscle through the <<giant cave spider silk trousers>>!
The Defense Expert stabs The Goblin Swordsman in the head with his ingizb  r  l Gas  s Olthez, tearing the muscle, jamming the skull through the brain and tearing the brain!
The Goblin Swordsman has been knocked unconscious!

"That was the last one," said Nevyn. Coincidentally, it was also his fifth kill, meaning that by dwarven law he gained a soldier's title. The only remaining Crystalline Oceans dwarf to not have a title was Velg, and she was a relative newbie. She had four, anyway, so it likely wouldn't be long.

There were no remaining hostiles in our territory. For once, we'd been on the slaughtering side.

With the marksdwarves back on duty at the outer gate, we rushed out to collect spent ammo from the killing field. It had been a horrible slaughter, but for once we were on the slaughtering side. After the previous year's frustrations, it felt good.

[Spoiler](#) (click to show/hide)

While your suggestions for fortress defense are all excellent I reserve the right to alter, partially fulfil, not fulfil or in fact entirely ignore any of your mandates as I see fit, according to purposes of storytelling, game balance and/or fun. Be patient, the military is not far now from passing the kickass threshold.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 01, 2011, 04:45:29 am**

Wow! Everything seems to be going well!...
We must be on guard. The blendecs are coming... *Suspicious glance around*
Blendecs everywhere...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **June 01, 2011, 04:48:17 am**

can we build a little safe house far outside connected to the main fort by tunnels so the Crystalline Oceans can come up from behind?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **June 01, 2011, 05:12:14 am**

Zephyr, no probs at all with what you're doing. It's your game, I'm just honoured to have a character with whom I have quite minor control over.

Also, GO BESSIE! *waves little flag on a stick*

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Algeroth** on **June 01, 2011, 05:37:18 am**

Quote from: zephyr_hound on May 31, 2011, 03:51:18 am

[Seeing as we are now at popcap, I have dwarfed cahocachi as a woodcrafter and Goat as a farmer, you guys will have to train up at your chosen skills (glassmaking, bonecrafting). I have dwarfed JacenHanLovesLegos as a farmer (same deal, will need to train up) and Mayerm as an architect. I think that is everyone, if I have missed someone please post.]

Umh, little confused. I'm dwarfed or not?

(And Bessie is a monster)

Title: **FULL DWARFING LIST AS OF 9th FELSITE 207**
Post by: **zephyr_hound** on **June 01, 2011, 06:28:12 am**

(via Dwarf Therapist's filter function)

Has Nickname (28)		
	'Ahra' Fikodezar Etomakur Thils��g	
	'Al' Okirlitast	
	'Amante' Idmesir	
	'Andal' Ilral��m	
	'billybobfred' Dod��kgusil	
	'cahocachi' Kekimrith	
	'Goat' Kilrudedan	
	'ImBocaire' ��luniden	
	'JacenHanLovesLegos' N��lasinod	
	'Jax' Otsussazir	
	'Katana' B��senbesmar Tholtigbukith Zeber	
	'Keltik' Egenkol	
	'Lafiel' Lolorrovod Gusgashullung Fastam	
	'Mayerm' K��bukilrud	
	'mideg' Gemsitvab��k	
	'Nevyn' Al��thilir Olumner Shorast	
	'Pregarrett' Thizat��s	
	'rridgway' D��shmabamkin	
	'Shane Sabreking' Erushenseb	
	'somebody' G��dthurtekkud Gesulzunek Solon	
	'Tannen' Likotuvel	
	'Taup Caudata' Ed��mshig��s	
	'trigg' Un��llolok	
	'Ubendastot GrandGoldenWorm' Lolorgomath	
	'Velg' Litastmuzish	
	'Vudnis' Un��ldastot Tumamdas��l St��stmig	
	'Yem' Titthaluzol	
	'Zephyr' Madushk��buk	

if you are not on this list you have NOT been dwarfed and I have either forgotten, overlooked you or am about to add you. FRIENDLY REMINDERS ARE WELCOME because damn, 28 to keep track of now...

I am sorry I have not been able to write something for everyone but again, *damn, 28 people...* I'll try and do some stuff with the less

used dwarves this year.

Game is now slowing down a lot, I'm in the 20s for FPS, so I might just have to build an atomsmasher and spend a couple of seasons cleaning up crap. I don't like using atomsmashers, it's exploity, but we're a long way from getting magma access (and of course cracking the caverns is going to make FPS *much* worse for a while).

EDIT: lol Vudnis got a title in that last siege. Just noticed.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **June 01, 2011, 06:49:32 am**

can i see my dwarf's stats and personality?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **June 01, 2011, 06:53:26 am**

What are you saying that my Artifact Bone Sword has only just NOW gotten its 5th kill???

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **June 01, 2011, 06:55:11 am**

Just curiosity, what does Lafiel's title translate to? :-\

Title: **Re: FULL DWARFING LIST AS OF 9th FELSITE 207**
Post by: **Geb** on **June 01, 2011, 07:08:00 am**

Quote from: zephyr_hound on June 01, 2011, 06:28:12 am

Game is now slowing down a lot, I'm in the 20s for FPS, so I might just have to build an atomsmasher and spend a couple of seasons cleaning up crap. I don't like using atomsmashers, it's exploity, but we're a long way from getting magma access (and of course cracking the caverns is going to make FPS *much* worse for a while).

Whenever I need atomsmashing, I try to build a metal enclosure for the junk, with metal bridge, metal mechanisms, and metal door. Using materials that are much stronger than the stuff you're crushing makes it seem less exploity to me. For goblin clothing, it seems fairly reasonable. For ten thousand tonnes of waste stone... perhaps not.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 01, 2011, 07:18:54 am**

I think I'd like to see Yem's personality, too... I might write up some sort of journal-entry type thing, if that's okay. :)
But don't worry if it'll take time away from the rest of the fort!
Anyway, eagerly anticipating the next update, as always. ;)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 01, 2011, 08:41:27 am**

Just leave that foul blendec leather cloak with a hole of ballista bolt! :D

Hey, did you made safe landing area for those bolts? We don't have spare metal here, you know.

Title: **Re: FULL DWARFING LIST AS OF 9th FELSITE 207**
Post by: **Hitty40** on **June 01, 2011, 08:55:54 am**

Quote from: zephyr_hound on June 01, 2011, 06:28:12 am

(via Dwarf Therapist's filter function)

Has Nickname (28)

'Ahra' Fikodezar Etomakur Thilség

'Al' Okirlitast

'Amante' Idmesir

'Andal' Ilralám

'billybobfred' Dodókgusil

'cahocachi' Kekimrith

'Goat' Kilrudedan

'ImBocaire' Iluniden

'JacenHanLovesLegos' Nēlasinod

'Jax' Otsussazir

'Katana' Båsenbesmar Tholtigbukith Zeber

'Keltik' Egenkol

'Lafiel' Lolorrovod Gushashullung Fastam

'Mayerm' Kûbukkilrud

'mideg' Gemsitvabók

'Nevyn' Aláthilir Olumner Shorast

'Peregarrett' Thizatís

'rridgway' Dîshmabamkin

'Shane Sabreking' Erushenseb

'somebody' Gíðthurtekkud Gesulzunek Solon

'Tannen' Likotuvel

'Taup Caudata' Edēmshigós

'trigg' Unállolok

'Ubendastot GrandGoldenWorm' Lolorgomath

'Velg' Litastmuzish

'Vudnis' Unâldastot Tumamdasēl Stistmig

'Yem' Titthaluzol

'Zephyr' Madushkûbuk

if you are not on this list you have NOT been dwarfed and I have either forgotten, overlooked you or am about to add you. FRIENDLY REMINDERS ARE WELCOME because damn, 28 to keep track of now...

I am sorry I have not been able to write something for everyone but again, *damn, 28 people*... I'll try and do some stuff with the less used dwarves this year.

Game is now slowing down a lot, I'm in the 20s for FPS, so I might just have to build an atomsmasher and spend a couple of seasons cleaning up crap. I don't like using atomsmashers, it's exploity, but we're a long way from getting magma access (and of course cracking the caverns is going to make FPS *much* worse for a while).

EDIT: lol Vudnis got a title in that last siege. Just noticed.

Make sure to add my Dwarf, "G" onto there, he is a marks/axedwarf and an engineer and flies inrto a bloody rage.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **June 01, 2011, 09:26:02 am**

I suggest making a table of contents, maybe in the first post, with all relevant stuff.

Also, how are katana's stats?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **June 01, 2011, 10:15:54 am**

@Atom Smasher:
In my own fortress, I have a dwarf constructing stone crafts all the time. They are basically all I export. When I have more than needed, I just give them to the merchants. I mean, that's not as effective as an atom smasher, but that get's rid of quite some stone...

(And due to a lack of bins, its sometimes a clickfest when a merchant arrives....)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 01, 2011, 10:44:25 am**

[All right, having looked through the entire population of 200 dwarves it seems that the vast majority of our females are "very quick to anger" or "tense and jittery" and nearly all our males are peaceful and laid back. Beware the ladies of Soaplanterns. I have after a long search found a suitable dwarf for hitty40. He has no combat skills right now, I'll probably kit him out as an axedwarf after the current visitors have been dealt with and let Momuz teach him.

Spoiler: [G](#) (click to show/hide)

```
FPS: 100 (45) 'G' Guzustuth, "'G' Simplefences", Clothier

'G' Guzustuth has been happy lately. He dined in a legendary dining room recently. He slept without a proper room recently. He talked with the spouse lately. He admired a very fine Trap lately.
He is married to Domas Smithsabres and has one child: Uucar Searingpaged.
He is a dubious worshipper of Ber the Irons of Gravel and a worshipper of Datan the Umbral Gorge.
He is a citizen of The Spattered Lantern. He is a member of The Fence of Limbs.
He is eighty years old, born on the 25th of Malachite in the year 127.
He has a jutting chin. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is neatly combed. He is average in size. His slightly close-set ochre eyes are round. His lips are very thin. His nose bridge is slightly convex. His ears are slightly flattened. His copper skin is slightly wrinkled.
He is very flimsy.
'G' Guzustuth likes malachite, fine pewter, fire agate, leather armor and gloves. When possible, he prefers to consume halibut and goblin punch. He absolutely detests bats.
He has a natural inclination toward language, a feel for music, a good intellect and a good memory, but he has meager creativity, very bad intuition and a poor ability to manage or understand social relationships.
He is in a constant state of internal rage. He rarely feels discouraged. He occasionally overindulges. He can handle stress. He is very assertive. He greatly appreciates art and natural beauty. He admires tradition. He is guarded in relationships with others. He is compassionate. He is disorganized. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.
```

Yem's personality info was posted way back on page 1 but here it is again
Spoiler: [Yem](#) (click to show/hide)

```
FPS: 100 (49) Titthaluzol, "'Yem' Playoiled", Pump Operator

'Yem' Titthaluzol has been quite content lately. She slept in a good bedroom recently. She dined in a great dining room recently. She has complained of thirst lately. She slept in the mud recently. She has been annoyed by flies. She has been satisfied at work lately. She has complained of the lack of a well lately.
She is married to Zulban Pagedgrove. She is a worshipper of Anam Lasttomes and a dubious worshipper of Sastres Fiercescald the Culmination of Justices.
She is a citizen of The Spattered Lantern. She is a member of The Fence of Limbs.
She is seventy-eight years old, born on the 14th of Moonstone in the year 122.
She is average in size. Her sideburns are clean-shaven. Her very long moustache is arranged in double braids. Her very long beard is neatly combed. Her very long hair is tied in a pony tail. Her teeth are tangled. She has a jutting chin. Her nose bridge is slightly convex. Her ears are slightly flattened. Her skin is sepia. Her eyes are ochre.
She is quite durable and slow to tire.
'Yem' Titthaluzol likes puddingstone, iron, green zircon, purring maggot leather, water buffalo horn, the color moss green, mittens, millstones and ducks for their quacks. When possible, she prefers to consume goblin punch. She absolutely detests fire snakes.
She has a great ability to focus and a natural ability with music, but she has a meager kinesthetic sense, little willpower, poor analytical abilities, little linguistic ability and very little patience.
She is self-conscious. She occasionally overindulges. She doesn't handle stress well. She is not a risk-taker. She is uncomfortable with change. She is slow to trust others. She does not go out of her way to help others. She doesn't like to compromise with others. She is disorganized. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.
```

Shane Sabreking:
Spoiler: [Sabreking](#) (click to show/hide)

Proficient siege engineer/siege operator/mechanic, assisted with the manning and reloading of Bessie last siege

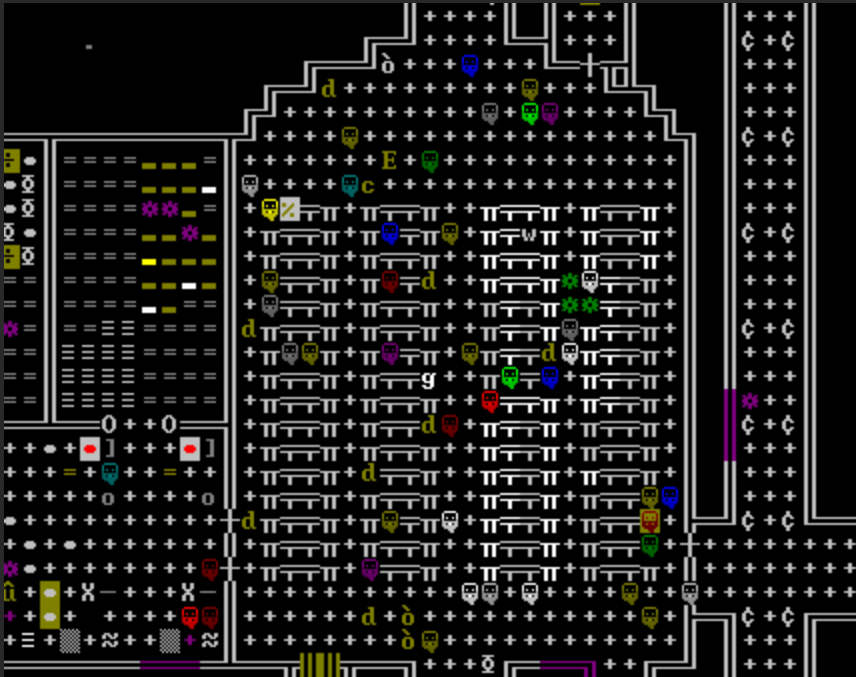
Lafiel's title translates to "Lafiel Letterarch the Stoked Conjuror of Jailers", which makes about as much sense as any other dwarven war title I've ever seen :S

Katana's skills are lagging behind everyone else's a bit (still only competent swordswarf) but his physical stats are "absolutely inexhaustible, mighty, quite durable and agile". Naturally, this being Soaplanterns, our best fighters overall are a one-armed axedwarf (Momuz) and a one-armed marksdwarf (Endok). I should put Oddom back in the squad, then we'd have a one-armed one-legged macedwarf.

I atomsmashed all the goblin corpses and body parts that weren't part of the bone road along with every sock and loincloth I could find and got about 5 fps back :) Every little helps.]

Mid-spring

"I never did get my great hall," I said wistfully.



The large room that I had originally marked out for the "Great Hall of Soaplanterns" had been taken over, first as an ammo stockpile and general dumping ground, then as a dining room. It was full of tables, chairs and idle dwarves now. I didn't think it would be possible to reclaim it from the fortress population.

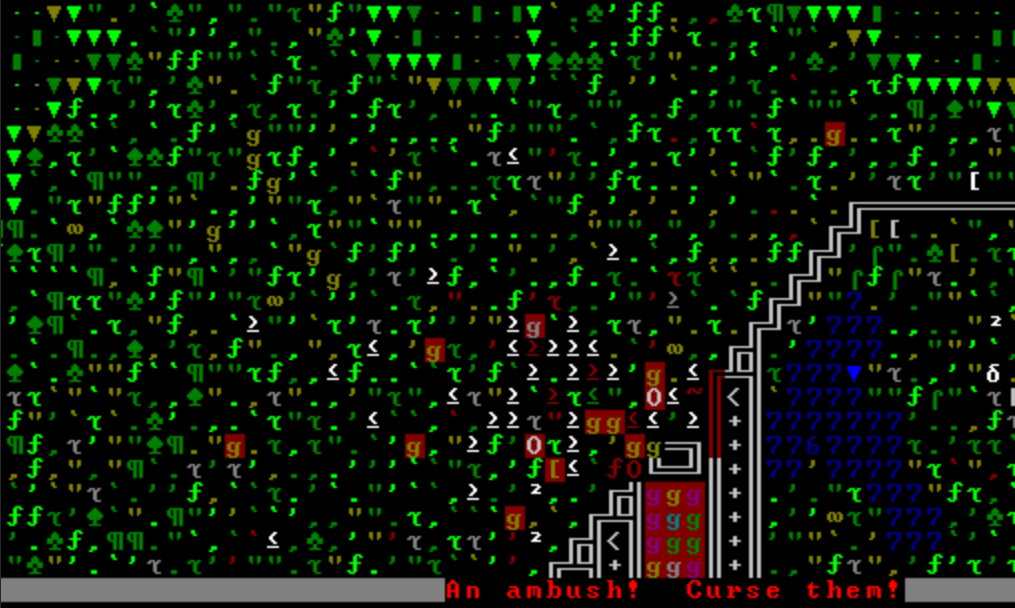
"You could dig out a new one somewhere else," said Dr Kosotham.

"Oh, what's the point? Something's just going to happen and I'll have to go and deal with it and then when I'm dealing with that something else will show up... No. It'll never happen, Ducim. Let's just forget it--it was a silly dream."

The doctor frowned.

Elves arrived on the 21st Felsite. Having learned from experience, I scrambled the military. The merchants got inside without serious incident, although one of the elven horses was startled by a goblin snatcher who rose up under its hooves. The goblin fled without a fight.

The elven merchants had little we could use aside from wood: I let trigg handle the dealing.



"Ambush!" yelled Endok, up at the outer gate.

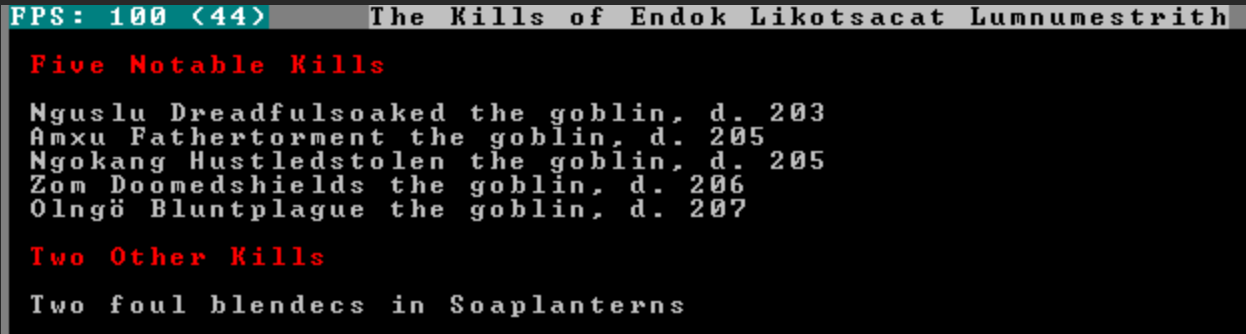
"Bows?" I called back.

"Spears. No bows."



Nevyn and Momuz were the only two melee dwarves close enough to respond, but by the time they had gotten all the way to the outer gate, all the invaders but one were dead, and that one was well away. They did manage to catch and kill an unfortunate snatcher. The marksdwarves were getting good at this.

"Ha!" said Endok triumphantly, as he passed marksdwarf-Muthkat in the underground corridor.



Summer

Something strange was going on.

Rovod and the other miners kept disappearing for long periods. So did Dr Kosotham, and that architect fellow, Mayerm. And now I kept hearing funny noises when I was in my bedroom. It sounded like chisels on stone, if anything.



"Where's *he* gone to?" I asked.

"Leatherworking shop, Mr Madushkubuk."

"Well, at least he's not bone carving."

The miller found everything he wanted and set to work. I was mildly irritated to hear that he'd taken our only electrum bar--but then again you couldn't exactly make weapons out of electrum. I mean, as far as I knew. I wasn't a smith.

In the meantime, Peregarett had been smelting everything he could find that was smeltable. He informed me proudly that we now had enough steel to fully armor three more melee soldiers, should volunteers appear.

12th Malachite



FPS: 100 <46>isataval, "Hardygolds the Notched Love", a voracious cave crawler

This is a voracious cave crawler leather quiver. All craftsddwarfship is of the highest quality. It is encircled with bands of pig leather and goat leather. On the item is an image of a alpaca in voracious cave crawler leather. On the item is an image of Skewersounds the acacia door in marble. On the item is an image of The Cave of Glaciers the rhodolite barrel in electrum. On the item is an image of Smunstu Doomeddreamy the goblin in rhodolite.

The miller looked vague and confused, as if he'd just woken up from a long nap.

"That's a nice quiver," I said. "But dear gods, Urvad, did you *have* to call it 'Hardygolds the Notched Love'?"

"I called it what?" he said.

"Could be worse," Endok observed, picking up the quiver with his one good hand. He tilted it, examining the pretty imagery. "Could've been a thong. Hey, I'll have this if nobody else wants it."

17th Galena

"Er, Zephyr?" Dr Kosotham said, putting his head round my bedroom door.

"Oh, let me *guess*."

FPS: 105 <47>The Enemy Is Upon Us!
A vile force of darkness has arrived!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **June 01, 2011, 10:57:03 am**

Goblins truly hate us.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 01, 2011, 11:00:00 am**

If you need another Marksdwarf, you can also kit out G as one.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **June 01, 2011, 11:00:48 am**

Running past the Boss on the way to his station behind the gates, ready for his chance to fight again, pauses and clasps the Dwarfs shoulders...
"Ya know, you could always pick up a weapon and fight too..."
He said with a smile on his face, to have thought that he arrived a Mason with plans to build a wall, and now he was defending them with his Bone Sword. Ah well it didn't have the cut like those steel weapons but it was still a mighty thing. Perhaps someday he will put it up in his room, on display and then pass it onto his children...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 01, 2011, 11:11:39 am**

Quote from: Neyvn on June 01, 2011, 11:00:48 am
Running past the Boss on the way to his station behind the gates, ready for his chance to fight again, pauses and clasps the Dwarfs shoulders...
"Ya know, you could always pick up a weapon and fight too..."
He said with a smile on his face, to have thought that he arrived a Mason with plans to build a wall, and now he was defending them with his Bone Sword. Ah well it didn't have the cut like those steel weapons but it was still a mighty thing. Perhaps someday he will put it up in his room, on display and *then pass it onto his children...*

Neyvn has been struck down.

You were saying?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 01, 2011, 11:15:24 am**

Quote from: Lafiel on June 01, 2011, 10:57:03 am
Goblins truly hate us.

No kidding. It's our sixth year here and we still haven't seen a human caravan, because *every* year we've been eligible for it we've had a summer siege. (I actually went back to my pre-embark backup and checked that we have access to humans here, we do. Goblins are just stopping them coming)

Quote from: Neyvn on June 01, 2011, 11:00:48 am
"Ya know, you could always pick up a weapon and fight too..."

You kills the goblins, I makes the soap. I'm ok with this.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **June 01, 2011, 11:23:36 am**

i still dont know my power level :C

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 01, 2011, 11:55:24 am**

[Quote from: magmaholic on June 01, 2011, 11:23:36 am](#)
i still dont know my power level :C

IT'S OVER 9000!!!!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DeKaFu** on **June 01, 2011, 12:09:49 pm**

Man, Velg is lagging behind... When she gets a title, I want to know what it is. :D

This is so epic and great. Stab 'em in the eye!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 01, 2011, 01:29:37 pm**

Notched Love. Alpaca and artifact door.
Is there something special about that goblin - Smunstu Doomeddreamy? Didn't he had kind of possession to alpacas? :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **rridgway** on **June 01, 2011, 02:44:10 pm**

Is it possible I could see my dwarves skills and personality screen?

Have we still not reached enough produced wealth to have more nobles appear?

Good luck defeating the siege. Protect the soap!

Story time!
I loosed a mad cackle, the noise echoing throughout the fortress, loud and menacing. Glorious combat! My skills as a surgeon would be put to good use, fixing the dwarves of the fortress and allowing ms to collect what was left over for my own "purposes". As the host of goblins approach, the laugh reaches their foul ear, causing them to hesitate. Even though Atu was held captive beyond the walls, they knew that so many before them had failed to breach the gates that were now before them. They I willed on both the goblins and our own troops, for the chances for beautiful blood spattering to happen were very high now. As I sharpened my surgical implements below in tge hospital, I heard the grunts and the screams from the dead and dying above, a sound so glorious that I stopped and listened in awe.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Keltiknight** on **June 01, 2011, 05:35:31 pm**

How is my dwarf doing? Also, man, lotta sieges.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **June 01, 2011, 05:55:45 pm**

At some point when you have time, would you mind posting skills and stuff for the dwarfed dwarves?

Title: **Re: FULL DWARFING LIST AS OF 9th FELSITE 207**
Post by: **bitterhorn** on **June 01, 2011, 06:26:05 pm**

[Quote from: zephyr_hound on June 01, 2011, 06:28:12 am](#)
EDIT: lol Vudnis got a title in that last siege. Just noticed.

...is that "the moral heavens of entanglement?"

Been afk for several days, enjoying catching up. Doubt I have the skillz to draw a War Giant Eagle with dwarves on it, sorry. :(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **June 01, 2011, 06:56:19 pm**

Aww, poor Amante. Will she be alright? Who will care for her dog! O_O

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 01, 2011, 09:40:00 pm**

I would like to be dorfed, as Cole Morningdew, with heavy skills in brewing.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **June 01, 2011, 09:43:32 pm**

egads! We need a second catapult! I would be glad to operate it if allowed...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jogorhan** on **June 01, 2011, 10:35:06 pm**

what the heck, I want in too. I'd love to have a speardorf/armor or weaponsmith named Jogorhan. If there isn't room for both, I'll take a speardorf.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 04:43:47 am**

[Check the third post in the thread for current dwarf list. I'll update the image rather than keep making new posts which get buried all the time. Missed Killabyte on last pass, have now dwarfed her. Jogorhan, you are our immigrant high master weaponsmith, wield him well :))]

Once again they hadn't brought any bowgoblins, which made the siege basically one big delivery of free metal for Peregarrett. I wasn't about to question our good fortune. The marksdwarves came down off the outer walls and gathered in the courtyard of Soaplanterns, ready for action. Taup Caudata took up his position at the pillbox. Bessie could be rotated 90 degrees to fire directly up the bone road, and he was determined to get one good shot off as they came down it.



"It'll be a warning shot, see?"

"Ballistas do not do warning shots," Amante said.

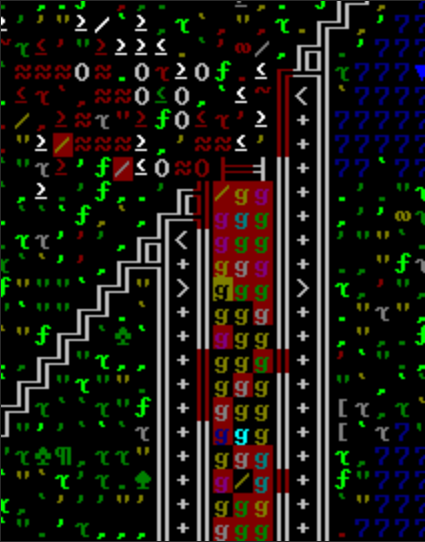
Amante was back on duty; her hand had lost some strength, but unlike Endok she could still grasp with it. She did not feel that her marksmanship would suffer any from the injury. I hoped she was right; she was one of the better marksdwarves we had.

"He missed," trigg said.

"He *missed*?" The ballista shot went wide and splintered on the wall.

"Oops," said Taup Caudata. He looked at the angry goblins rushing down the bone road towards him, calculated how long it would take to reload the ballista, and sensibly ducked below ground.

"Marksdwarves, get up on the walls!" I shouted. The firing began, and the screaming.



The outer gate rose, locking a group of ogres outside. We had all the goblins trapped within our walls.

"All right," I said, "let the Crystalline Oceans out." They'd get all the glory they wanted this time.

```
blocked!
The Goblin Master Lasher counterstrikes!
The Goblin Master Lasher misses The Irregular!
The Irregular stabs The Goblin Master Lasher in the right upper leg with
her <<large iron dagger>>, bruising the muscle through the <<cougar
leather cloak>>?!
The Irregular stands up.
The Irregular slashes The Goblin Swordsman in the head with her <<large
iron dagger>>, tearing apart the muscle, shattering the skull and tearing
apart the brain through the <<troll fur hood>>?!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Irregular stands up.
The Irregular punches The Goblin Spearman in the left upper leg with her
right hand, bruising the muscle through the <<troll fur cloak>>?!
The Irregular stabs The Goblin Spearman in the right lower arm with her
<<large iron dagger>>, chipping the bone through the <<troll fur cloak>>?!
A tendon has been torn!
The Irregular strikes The Goblin Spearman in the right lower leg with her
*giant earthworm leather shield*, bruising the muscle through the
```

The Irregular slashes The Ogress in the head with his ≡iron short sword≡, tearing apart the muscle, fracturing the skull through the <<large giant jaguar leather hood>>!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The ≡iron short sword≡ has lodged firmly in the wound!
The Irregular twists the embedded ≡iron short sword≡ around in The Ogress's head!
The Irregular stands up.
The Irregular slashes The Goblin Swordsman in the head with his ≡iron short sword≡, tearing apart the muscle, shattering the skull and tearing apart the brain through the <<phantom spider silk hood>>!
A tendon in the skull has been torn!
The ≡iron short sword≡ has lodged firmly in the wound!
The Irregular slashes The Goblin Spearman in the third toe, left foot with his <≡iron short sword≡>, tearing apart the muscle through the <<cave spider silk shoe>>!
The Irregular strikes The Goblin Spearman in the upper body with the pommel of his <≡iron short sword≡>, bruising the muscle and bruising the left lung through the <<troll fur cloak>>!

26th Galena

"Have you gentlemen had enough fun yet?" I shouted down.



"Not quite," Nevyn yelled back. "There's still a few left."

The siege was broken; the ogres that had been shut outside had decided to leave, now that their goblin masters were no longer there to urge them on. One goblin remained, a swordmaster, who was being pumped full of bolts beneath the western wall. The Crystalline Oceans raced each other to get to him before the marksdwarves could finish him off.

A tendon has been torn!
The flying <≡pig bone bolt≡> strikes The Goblin Swordmaster in the lower body, tearing the muscle and tearing the pancreas through the <<«*giant cave spider silk cloak*»>>!
The flying <≡alpaca bone bolt≡> strikes The Goblin Swordmaster in the right upper leg, chipping the bone through the <<«*giant cave spider silk cloak*»>>!
A tendon has been torn!
The Goblin Swordmaster loses hold of the <<+«*ogre leather hood*»+>>.
The Goblin Swordmaster loses hold of the <<-«*goliath tarantula silk cap*»->>.
The Goblin Swordmaster loses hold of the <<-«*iron cap*»->>.
The Goblin Swordmaster loses hold of the <<«*copper shield*»>>.
The Goblin Swordmaster loses hold of the <<«*silver scimitar*»>>.
The Irregular hacks The Goblin Swordmaster in the head with her <<-«steel battle axe»->> and the severed part sails off in an arc!

Momuz won.

Velg had her title, and eight kills. Katana had fourteen. Zon Dumatthad had an astonishing thirty--most of which, admittedly, were coup de grace shots to badly wounded goblins.

Spoiler: [Incredibly disturbing dwarven war titles within](#) (click to show/hide)

- mideg Pastimeorb the Creative Eye of Combat
- Ahra Glazesoldier the Sacrificial Champion of Tarnishing
- Muthkat Humorfortress the Good Pain-Ache of Avalanches
- Vudnis Bluntswords the Moral Heavens of Entangling
- Sibrek Presentgravel the Hairy Gleams of Releasing
- Amante Rocksshowered the Amusement of Organs
- Lafiel Letterarch the Stoked Conjuror of Jailers
- Endok Inkeddot the Labryinthine Spy
- Velg Torchmartyred the Deep Tin Embrace of Kindness
- Momuz Tinwhite the Wonder of Distraction
- somebody Graspedpick the Cross Sourness of Flags
- Nevyn Boltedjoy the Dispersed Lake of Wires
- Katana Spraypulley the Barricaded Turmoil of Smouldering
- Zon Roughnesscrowd the Gloved Leaves-Puzzle of Salves

I think Sibrek (had to be female, dear gods!) wins for dirtiest title, though I'm not entirely sure what's going on with Amante either

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **June 02, 2011, 04:57:13 am**

I like Muthkat's 8)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **June 02, 2011, 05:08:30 am**

Creative Eye of Combat actually does make some sense for a marksdwarf! Yay! Darn!

Edit: Deep Tin Embrace of Kindness is also kind of ... nice.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 02, 2011, 05:14:56 am**

The Labryinthine Spy? ...
And Ahra is just begging to be ordered to 'hold the pass' as everyone else flees with that title. :P
My favourite though has to be Zon's.
Jeez, these sieges are like magma off a magma crab's back. The Blendecs are frowning...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 02, 2011, 05:18:24 am**

Quote from: zephyr_hound on June 02, 2011, 04:43:47 am
"It'll be a warning shot, see?"
"Ballistas do not do warning shots," Amante said.

First i read it as **warming** shot and thought:
!!wooden ballista bolt!!
Too bad we don't have magma... :(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 05:25:40 am**

Well, suddenly I'm a lot less worried about sieges :P

eurch, there's knuckle worms everywhere crawling on the corpses.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Andal** on **June 02, 2011, 05:28:03 am**

Pity you can't butcher the goblins, you wouldn't have to worry about tallow stocks for a long while.

The unending sieges make me happy I was dorfed a labordwarf. Inside, safe and sound! Until I die in some horrible, unexpected fashion of course.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **June 02, 2011, 05:34:41 am**

Quote
Zon Dumatthad had an astonishing thirty--most of which, admittedly, were coup de grace **shots to badly wounded goblins.**

am i a marksdwarf?
i wanted a mace >:C(lol)
and i still dont know my powerlevel :v

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 05:43:22 am**

No you are a macedwarf, that was just bad wording on my part :S

not sure what you mean about power level, this is Zon's status
Accomplished macedwarf
Proficient shield user/dodger
Talented armor user
Master fighter
Adequate wrestler
Novice Striker/kicker
Dabbling biter/misc object user
Absolutely inexhaustible, extremely agile, mighty, quite durable

EDIT: yay you're traumatized "doesn't really care about anything any more" LOL

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **June 02, 2011, 05:59:12 am**

:V
did his friends die?
or is he fed up with all the pumping?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 06:51:58 am**

nah, just killed a lot of goblins.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **June 02, 2011, 07:00:44 am**

WHAT IS SO BAD ABOUT THAT?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **June 02, 2011, 07:14:06 am**

Clearly a wizard has affected Taup's aim. A wizard... with magnets...

Derp.

Also, again, I love that little pillbox you set up ^^

"Mr Madushkubuk?"

"Yes, Medtob."

"Can I have some soap?"

"Some soa-- *No!* What do you want it for?"

"Er... a project?" he said evasively. "You know, engineering and complicated things and such?"

I eyed him. "How *much* soap, Medtob?"

The engineer brought out a small abacus and flipped beads around, muttering under his breath. "Er... about... sixty bars...?"

"*Sixty!*" I felt a sharp pain in my chest. "I... I need to lie down..."

"Can I take that as a yes?" Medtob shouted after me.

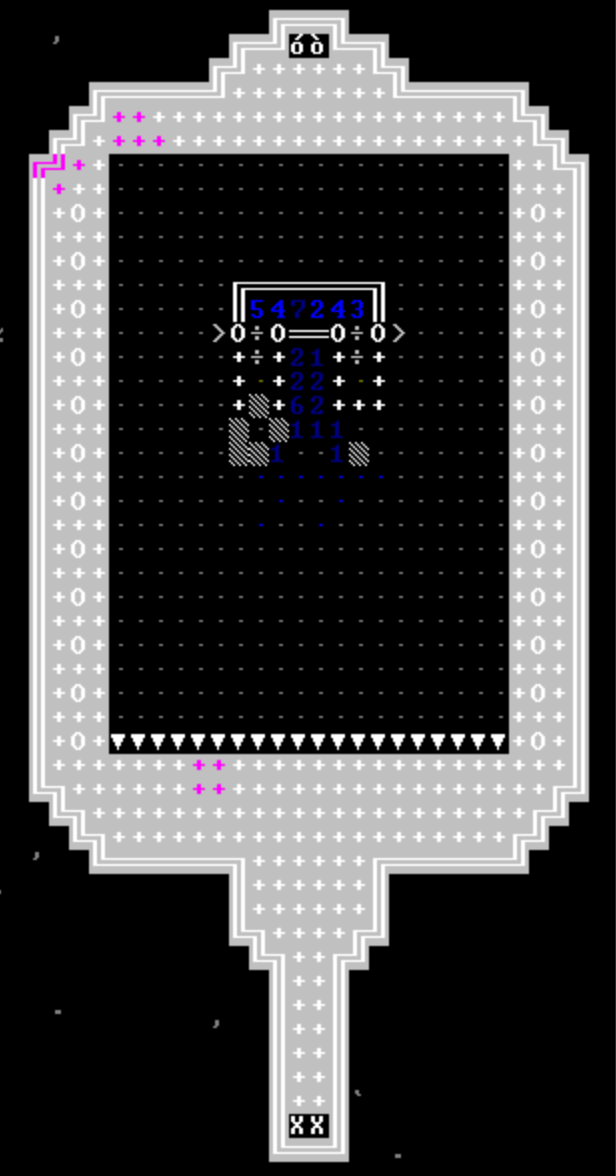
An epic drowning-chamber elfication-device bath-house swimming pool? :D

4th Timber

I hadn't slept well. Something had woken me in the night: something like a distant rushing and bubbling of water. I'd dreamed of floods and drowning and something else, something dark I couldn't quite remember. And then I'd woken to be told we were out of food again. The quarry bushes from spring and summer hadn't been processed or cooked up. Why did nobody ever do anything unless I was standing right over them watching them do it?

I was interrupted in the middle of my meal by Dr Kosotham, looking damp and slightly worried. "Could you come with me, Zephyr?" he said. "I need to show you something."

There was a downward stair I hadn't noticed before, leading off the dining room. As we descended into the marble layers I detected the familiar scents of soap and water, along with a growing bubbling sound. The mystery deepened.



"What have you done?"

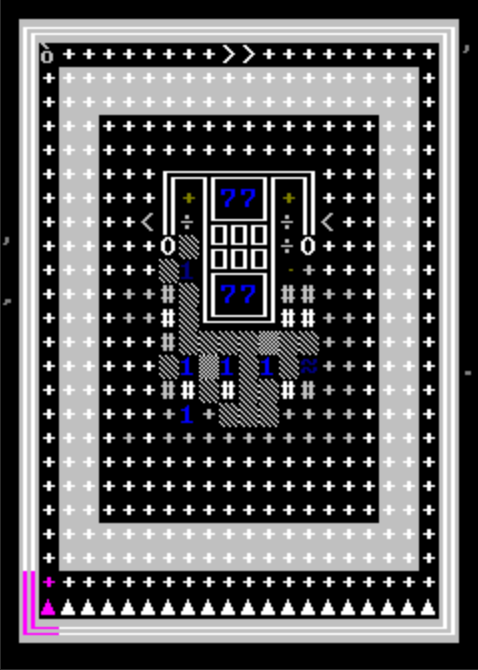
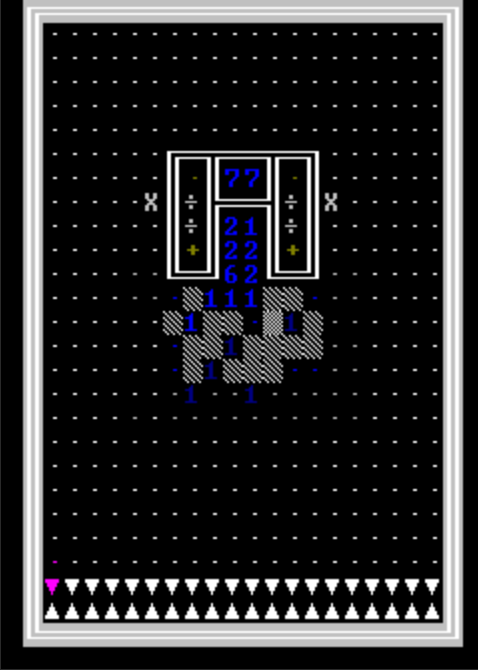
"It's our great hall," Dr Kosotham said. "You didn't know we had a skilled architect here, did you? Mayerm designed it, I dug it out with Rovod. I haven't had much else to do round here lately anyway."

Ducim Kosotham, Doctor
"Ducim Palaceyawned"
Chief Medical Dwarf, ♂

No Job
Grand Master Miner

"And Nevyn and Medtob built the fountain."

"*Fountain?*"

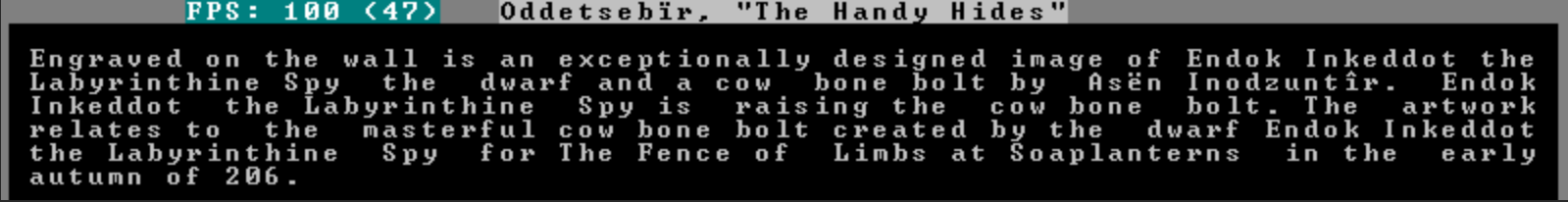


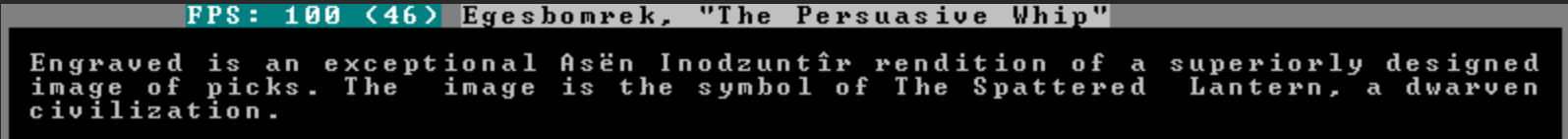
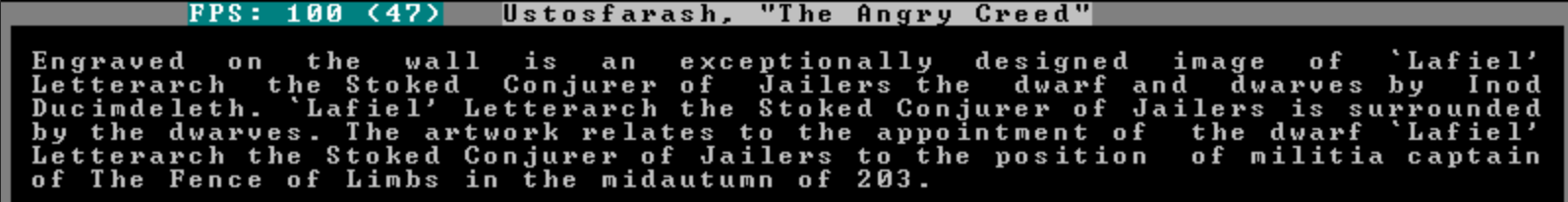
"Sorry about the soap, by the way," Medtob said behind me. "But you can make more, right? And the bubbles are nice..."



Unbelievable. "I don't know what to say, except... thanks." I walked slowly down the ramp and stood underneath the falling water. Cool clouds of mist surrounded me.

Every dwarf in the fortress found some excuse to pay a visit to the new Great Hall of Soaplanterns during the next few days; the fountain quickly became the most popular place to hang out. And there were plenty of wonderful engravings to admire, even if we didn't have statues for it yet.

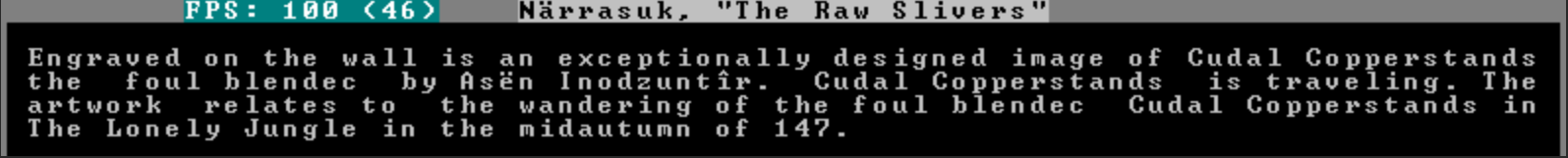




I considered moving Atu's cage down here, just to mess with his head; the goblin had seemed distressed at the prospect of our digging deeper. Hah! What did he know?

Unnoticed by all the dwarves, high up in an unreachable corner of the Great Hall...

Spoiler (click to show/hide)



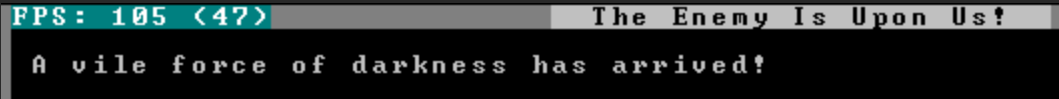
[Credit to Nevyn for the awesome fountain design. I've adapted the original slightly to use pump stacks and a two square output. And yes it is entirely built out of home grown Ubenudil soap.]

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 09:30:03 am**

Two more dwarves volunteered for military service in the Crystalline Oceans, bringing the number of melee dwarves up to nine: engineer Killabyte, who was interested in learning to use a sword, and craftsddwarf G, who had a particular interest in axes. Peregarrett was able to equip them both with high quality armor, and they joined the others for their regular practice in the gatehouse.

We were all looking forward to the dwarven caravan's arrival, with--hopefully--more lye and steel and fuel.

16th Timber



"Oh for the love of Kovest! Any bowmen, Endok?"

"Actually..." he said.



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **June 02, 2011, 09:31:48 am**

We're gonna die.
We're all gonna die.
Do you hear that?
It's the sound of me cowering and not shooting.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **rridgway** on **June 02, 2011, 09:45:23 am**

I suppose the remedy is using Bessie? If we could install bridges in front of the parade of corpses, we could trap them in there, and murder them.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 09:50:55 am**

We can do anything of that ilk that we want to, I've just pulled the lever to shut them all out.

Opinions, ladies and gentledwarves? We may have nine steel-armored melee soldiers on our side, but I know what elite bowmen are like, I've had them headshot dwarves through masterwork helms before.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 02, 2011, 09:51:35 am**

Drowning traps!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **June 02, 2011, 09:53:46 am**

Can we melt them in magma soap?

Magma Soap is the answer to every problem, ain't it?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **June 02, 2011, 09:58:08 am**

MAKE CROSSBOWS, QUIVERS AND BOLTS FOR EVERYONE
DRAFT EVERYONE
ATTACK

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 02, 2011, 10:04:00 am**

Quote from: jaxy15 on June 02, 2011, 09:58:08 am

MAKE CROSSBOWS, QUIVERS AND BOLTS FOR EVERYONE
DRAFT EVERYONE
ATTACK

And we get a hundred of punctioned dwarves. I suggest some machinery.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Geb** on **June 02, 2011, 10:14:06 am**

Channel a 20 z-level drop under the pathway of bones. Replace corpses with retracting bridges. After the lever has been pulled at an appropriate time, dedicate a small team of unfortunates to carry all the splatter back up again. to recreate the path of bones.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 10:18:20 am**

Can't drop 'em, aquifer's only two levels down. Could drop 'em *into* the aquifer, but that would cause issues with recovery of delicious iron. Drowning trap may be a possibility but they may get bored and leave before we complete it. Just throwing that out there as extra info.

Awaiting further suggestions from fortress population.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **June 02, 2011, 10:19:46 am**

well,we should definitely build a drowning trap,when the siege is over.
now we must use bessie :v

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Geb** on **June 02, 2011, 10:32:56 am**

Oh, I had forgotten the aquifer. I suppose it could still be possible to drop them if you built a very tall pair of towers with bridges between them. That would also be slow to set up though, and look very ugly if it was a rush job.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DeKaFu** on **June 02, 2011, 10:55:29 am**

The Deep Tin Embrace of Kindness?
That's very... uh...
...intimidating...

A military tactician I am not, but is there perhaps some way we could make them waste their bolts? We don't have a horde of highly expendable animals lying around, do we?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jogorhan** on **June 02, 2011, 11:04:56 am**

what does our stock of metal look like? we could pepper the road with weapon traps, or possibly cage traps. I say trap 'em, strip 'em, and use 'em for target practice! there are a LOT of crossbows and bolts out there... might not be a bad idea to train up a sizable militia of us commandorfs to use something, for when the unthinkable happens and they break through.

((also, could i get a look at my stats?))

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 02, 2011, 11:11:32 am**

I love love love the idea of the goblins having to enter by wading through a tangle of the TRAPPED remains of former acquaintances. Make it so.

A drowning trap made of soap would be especially, deliciously cruel, but Geb's right, we don't have time to do this right at the moment. We definitely need to thin their ranks, so ballista + snipers it is (though I doubt we're coming out of this without losing a few, even with the distraction of traps).

If Vudnis hasn't forgotten her weaponsmithing skill entirely, I'm sure she'd volunteer to help replenish our stock of metal bolts if necessary. Assuming we have enough metal to hack that + weapon traps...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 02, 2011, 11:18:30 am**

You should send G out there and see how many goblins he hacks the hell out of.

Also, what is his marks/axe skill?

Quote from: G

Aye, let me at 'em! RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **rridgway** on **June 02, 2011, 11:23:19 am**

This is when I wish we could set up Atu as a petard. That wold be awesome. This type of siege is simultaeneously making me glad and regret that I took a "safe" surgeon. My dwarves self getting their eyes torn out, awesome!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **June 02, 2011, 11:25:54 am**

Quote from: hitty40 on June 02, 2011, 11:18:30 am

You should send G out there and see how many goblins he hacks the hell out of.

Also, what is his marks/axe skill?

Quote from: G

Aye, let me at 'em! RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!

You serious? That's suicide! There's only a 0.01 chance he will succeed.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 02, 2011, 11:32:55 am**

Quote from: jaxy15 on June 02, 2011, 11:25:54 am

Quote from: hitty40 on June 02, 2011, 11:18:30 am

You should send G out there and see how many goblins he hacks the hell out of.

Also, what is his marks/axe skill?

Quote from: G

Aye, let me at 'em! RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!

You serious? That's suicide! There's only a 0.01 chance he will succeed.

Buddy, don't get him angry and hack your face by saying that. Or put a bolt through your brain.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **June 02, 2011, 11:36:49 am**

I'd say let them in in as smaller groups as we can manage, and deal with them separatedly, either with Bessie or through conventional matters.

For a bit ahead, there's a couple trapped tower bridge designs we can use. But we'll need time to build that, and the goblins don't seem keen on letting us have even a few months without ambushes or sieges.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **June 02, 2011, 11:37:19 am**

Quote from: hitty40 on June 02, 2011, 11:32:55 am

Quote from: jaxy15 on June 02, 2011, 11:25:54 am

Quote from: hitty40 on June 02, 2011, 11:18:30 am

You should send G out there and see how many goblins he hacks the hell out of.

Also, what is his marks/axe skill?

Quote from: G

Aye, let me at 'em! RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!

You serious? That's suicide! There's only a 0.01 chance he will succeed.

Buddy, don't get him angry and hack your face by saying that. Or put a bolt through your brain.

He may be a berserker, but no one can survive several thousand bolts in their body.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 02, 2011, 11:52:43 am**

Quote from: jaxy15 on June 02, 2011, 11:37:19 am

Quote from: hitty40 on June 02, 2011, 11:32:55 am

Quote from: jaxy15 on June 02, 2011, 11:25:54 am

Quote from: hitty40 on June 02, 2011, 11:18:30 am

You should send G out there and see how many goblins he hacks the hell out of.

Also, what is his marks/axe skill?

Quote from: G

RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!

You serious? That's suicide! There's only a 0.01 chance he will succeed.

Buddy, don't get him angry and hack your face by saying that. Or put a bolt through your brain.

He may be a berserker, but no one can survive several thousand bolts in their body.

You just pissed him off.

Quote from: G

RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!*Picks up an axe and charges at Jaxy*

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **June 02, 2011, 11:58:26 am**

Quote from: hitty40 on June 02, 2011, 11:52:43 am

Quote from: jaxy15 on June 02, 2011, 11:37:19 am

Quote from: hitty40 on June 02, 2011, 11:32:55 am

Quote from: jaxy15 on June 02, 2011, 11:25:54 am

Quote from: hitty40 on June 02, 2011, 11:18:30 am

You should send G out there and see how many goblins he hacks the hell out of.

Also, what is his marks/axe skill?

Quote from: G

RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!

You serious? That's suicide! There's only a 0.01 chance he will succeed.

Buddy, don't get him angry and hack your face by saying that. Or put a bolt through your brain.

He may be a berserker, but no one can survive several thousand bolts in their body.

You just pissed him off.

Quote from: G

RaaaaaaaaaaaaAAAAAAAAAAAAAGGGGGGGGGGGGGHHHHHH!*Picks up an axe and charges at Jaxy*

Why is it so cold around my neck area? ..Is that blood?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **magmaholic** on **June 02, 2011, 12:12:55 pm**

i am so sad.
goblins,goblins scream at gates.
must fulfill my purpose.

for the world around
has no meaning at all
certain death shall happen

the eternal sleep before
and hero one born now
at the coming dawn.

now now,i should run and have a suicide attack,for he is dead either way.
(will go berserk or melanholy)
and yay,haiku : D
EDIT:oops,its four-five-four instead of five seven five <^<

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **peregarrett** on **June 02, 2011, 01:31:10 pm**

We can drop them into aquifer for now and when they "calm down" - then setup the pumps to retrieve iron. We have a river there, right?
Waterwheels are better than windmills.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **khearn** on **June 02, 2011, 01:52:06 pm**

If you'd gotten down to magma, you could use the boatmurdered solution and flood them with it.

I think letting them in in small groups and letting Bessie chew on each group may be the best solution (other than just waiting for them to leave). Hopefully she'd tenderize the elites before they have a chance to do anyrhing. Then have your melee dwarves waiting around the corner at the end of the Bone Road so they can engage at close range, neutralizing the advantage of the crossbows. The hardest part is keeping the melee types from charging too early. Maybe build a quick bridge to hold them back and drop it as the goblins reach the end of the Bone Road.

You also want to be very careful that none of the melee types runs in front of Bessie while she's still in action. Friendly fire isn't.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **zephyr_hound** on **June 02, 2011, 02:06:45 pm**

Quote

letting the goblins in in small groups and having Bessie tenderize them

appears to be the general consensus, and is what I was probably going to do anyway. :)) Although we will have to watch out that our siege operators don't catch a bolt while firing the ballista. If we can just isolate the elite bowmen this siege is really not a problem, the issue with them is that they hide behind their meatshields.

Would also like to know how many would in future support the idea of a drowning trap - would that make sieges too cheesy/boring?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Hitty40** on **June 02, 2011, 02:15:13 pm**

Quote from: zephyr_hound on June 02, 2011, 02:06:45 pm

Quote

letting the goblins in in small groups and having Bessie tenderize them

appears to be the general consensus, and is what I was probably going to do anyway. :)) Although we will have to watch out that our siege operators don't catch a bolt while firing the ballista. If we can just isolate the elite bowmen this siege is really not a problem, the issue with them is that they hide behind their meatshields.

Would also like to know how many would in future support the idea of a drowning trap - would that make sieges too cheesy/boring?

Depends on how many goblins siege you, but if you don't wanna make seiges too boring, don't build *too big* of a trap. If you think they are too cheesy, don't build them at all, but I will support your idea if you plan to, just don't send G down there to clear it out unless you want to fly into a rage.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **bitterhorn** on **June 02, 2011, 02:17:20 pm**

As long as the dwarves can watch goblins drown in the drowning trap through windows/portholes, I think it seems apropos for a soapmakers' guild to have one... I agree w/h40 that it doesn't have to be an ELITE INVINCIBLE DROWNING TRAP, but still.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **peregarrett** on **June 02, 2011, 02:31:01 pm**

Yep, don't be too megalomaniacal when making it. Maximum to the size of current bone road

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Geb** on **June 02, 2011, 02:34:06 pm**

Bitterhorn has already said what I wanted to. I'm in favour of it as long as there's a clear glass side to the drowning room, or maybe a glass ceiling. A sculpture hall built next to the trap window should be a perfect location for viewers to socialise while they observe the action.

Oh, and of course, a small quantity of soap in the trap chamber should ensure that all the reclaimed goblin clothing is clean and dwarfy-fresh.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 02, 2011, 02:39:53 pm**

Quote from: Geb on June 02, 2011, 02:34:06 pm

Bitterhorn has already said what I wanted to. I'm in favour of it as long as there's a clear glass side to the drowning room, or maybe a glass ceiling. A sculpture hall built next to the trap window should be a perfect location for viewers to socialise while they observe the action.

Oh, and of course, a small quantity of soap in the trap chamber should ensure that all the reclaimed goblin clothing is clean and dwarfy-fresh.

Can berserk dwarves break glass? Because that could easily become a problem. In any case, the water should somehow be transported in such a way that any creatures trapped in the water are washed away into an aquarium visible from the great hall.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 02, 2011, 02:43:49 pm**

Come on, we don't have that much time for that stuff. We have to deal with them before caravan arrives, so I suggest just basic design - a pit channeled to aquifer with bridges over it. The size and number of bridges depends on how much architects and mechanics we have.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 02, 2011, 02:48:57 pm**

Caravan will not arrive, they have timed the siege perfectly - it arrived on the 16th.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Geb** on **June 02, 2011, 02:54:13 pm**

Quote from: cole1114 on June 02, 2011, 02:39:53 pm

Can berserk dwarves break glass? Because that could easily become a problem. In any case, the water should somehow be transported in such a way that any creatures trapped in the water are washed away into an aquarium visible from the great hall.

Windows are like a furniture item and can be broken. Constructed glass block walls are immune to everything except falling in a cave-in.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 02, 2011, 03:19:31 pm**

Quote from: zephyr_hound on June 02, 2011, 02:48:57 pm

Caravan will not arrive, they have timed the siege perfectly - it arrived on the 16th.

Well... anyway, I hate being sieged for a long time, so it's better deal with them quickly. We're at Soaplanterns, not Sadisticquarters.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 02, 2011, 03:32:30 pm**

Quote from: peregarrett on June 02, 2011, 03:19:31 pm

Quote from: zephyr_hound on June 02, 2011, 02:48:57 pm

Caravan will not arrive, they have timed the siege perfectly - it arrived on the 16th.

Well... anyway, I hate being sieged for a long time, so it's better deal with them quickly. We're at Soaplanterns, not Sadisticquarters.

Or HFS. **NEVER** forget HFS.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 02, 2011, 03:51:18 pm**

Quote from: peregarrett on June 02, 2011, 02:43:49 pm

Come on, we don't have that much time for that stuff. We have to deal with them before caravan arrives, so I suggest just basic design - a pit channeled to aquifer with bridges over it. The size and number of bridges depends on how much architects and mechanics we have.

Right; don't know anybody else but I was talking In the Glorious Future[TM], not In Response to the Immediate Situation. With the Aquarium of Punitive Hygiene, I mean.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Person** on **June 02, 2011, 05:48:13 pm**

Suppose you were to build a pump stack from the aquifer into a reservoir high up, and pour that into the bridge trap with floodgates? Then, open the outer bridge to let the water out. May get some items vanished due to the moving water bug but hey. Probably don't have time to make that yet but it's a project.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **June 02, 2011, 05:54:22 pm**

i'd use whatever metal you have to make cages, and use stone for mechanisms, then trap the whole thing. a cage trap for every square of land.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 02, 2011, 06:08:29 pm**

I have -no- idea. :P
Use Bessie, I guess, and traps, and train a bunch of expendables *just in case* the goblins break through!
This should be fun...have a high entertainment value...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Lafiel** on **June 02, 2011, 06:26:50 pm**

Independently from the present siege, what about setting all the civies on inactive squadrons and assigning them a barracks so they train on their own in their free time? It may put a dent on production, but it would be good to train a bit the combat skills of everyone. Even a rotative training program would be useful, with militia instructors.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jogorhan** on **June 02, 2011, 06:29:42 pm**

I don't know my dorf stats yet, but jogorhan would be willing to lead a squad of speardorfs as a last line of defense.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 02, 2011, 06:32:03 pm**

Who needs stats?

"Got arms?"
"Yep."
"Got beard?"
"Yep."
"Socks?"
"Yep."
"Draft 'im."

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **June 02, 2011, 06:44:43 pm**

Well, considering that bolt attacks are the problem, and given the lack of time...

Could always set up a battery of catapults. Might not be as effective as ballistae, but given we're already through the aquifer, ammunition is essentially infinite.

Plus, given the extra range a catapult has compared to a crossbow, it might be a bit safer than sniping from the walls. Yes, accuracy will be terrible, but a few thousand tones of stone moving downrange is bound to hit -something-

Who knows, might cause enough kills to cause the others to break off, and give precious time to set up something especially sadistic dwarfy for next time.

Great fountain by the way :D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mayerm** on **June 02, 2011, 06:47:18 pm**

Quote from: Yoink on June 02, 2011, 06:32:03 pm

Who needs stats?

"Got arms?"
"Yep."
"Got beard?"
"Yep."
"Socks?"
"Yep."
"Draft 'im."

Don't forget: "Love booze?"
and this fort:
"Grab a bar of soap and follow ME!"

and you really should have the second level of the walls as fortification so you can shoot from safety...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **June 02, 2011, 06:54:36 pm**

Also, shame there isn't a way to carve stones into giant, spiked shapes before launching in a catapult, that way they'd get through armour easier.

Come to think of it... Using a catapult to disperse poisoned caltrops would be highly effective in some cases. Shame it's not coded or anything.

But yeah. Catapults. Only really going to be of use if it's RAINING boulders, given the weak damage and all. That said, the extra range (compared to crossbows) is nice.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **khearn** on **June 02, 2011, 06:59:47 pm**

Quote from: zephyr_hound on June 02, 2011, 02:06:45 pm

Would also like to know how many would in future support the idea of a drowning trap - would that make sieges too cheesy/boring?

You've already about reached the point where sieges without elite archers are pretty much boring.

Sieges are already too cheesy in DF, as long as one can simply raise a drawbridge and be perfectly safe from anything the besiegers can do. Until Toady implements attacks that can beak through defenses, it's only a question of how urgent it is to break the siege, and how much risk one is willing to take to do so. A well designed drowning trap is really no different than putting cage traps for the entire length of the bone road, and then pitting the goblins from cages into the river. By "well designed" I mean one that the goblins have no chance of getting past. A more "sporting" design would at least give some of them a chance of getting past it, and thus be higher risk and more fun.

If you're going to implement a trap, make it excessively complex with lots of moving parts so things could go wrong and cause fun. :)

Yeah, I know, that's nopt going to happen for this siege.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmgold** on **June 02, 2011, 07:30:49 pm**

Quote from: zephyr_hound on June 02, 2011, 04:43:47 am

[Check the third post in the thread for current dwarf list. I'll update the image rather than keep making new posts which get buried all the time.

Hey, that's a good idea. Don't forget skills! I'd like to know how Ubendastot is going with his marksdwarf training.

Hm...Does he have a kill yet? If not, he'll likely ask to either practice on some wildlife or practice "Bessie Jr."
He might also suggest reinforcing Bessie's fortifications--bowmen can't fire through thick fortifications because the second one is two tiles aw...wait. Ah, nevermind. Maybe a catapult tower? Stone stockpile, some catapults firing over the walls with their own fortifications to protect them? Thought...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **nogoodnames** on **June 02, 2011, 11:19:29 pm**

I love this story so far, It's definitely one of my favourites.

Anyway, can I be dorfed? I don't really have any preferences, anyone who's available is fine. And since nogoodnames is a terrible name for a dwarf you can name him Brimsley.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 03, 2011, 12:43:23 am**

Zeph, do you mind uploading your map DFFD so I can see how the fortress is laid out, please?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **darkfragrance** on **June 03, 2011, 01:31:25 am**

In the process of reading this thread backwards!

I'd like to offer a minor, possibly useless suggestion depending on how far you've already played the fort. You can buy cloth or leather en-masse, and then sew images on goblin loot to make it count as your own...if that matters to you in any way, while at the same time training up clothiers.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 03, 2011, 02:11:39 am**

argh, lots of stuff to respond to

Quote
sewing images on goblin loot

I've done that in another fort, and the amount of wealth gets RIDICULOUS pretty fast, agreed - however this being Soaplanterns the eventual plan is to support ourselves via soap. That's if Mr Madushkubuk can be persuaded to part with any of it of course.

Quote
do you mind uploading your map DFFD

I have no idea how to do that.

Quote
name [a dwarf] Brimsley.

Will do

Quote
already about reached the point where sieges without elite archers are pretty much boring

Agreed. What I want to decide is, shall we accept that the goblins are now boring and dig down, or shall we try and keep them interesting for a bit longer? I'm inclined not to build complicated drowning traps for now and use the sieges as training for the army. Hitting the caverns will probably be the final few chapters for Soaplanterns one way or another, we all know what's down there by now (if people have been reading spoilers) and YES we are eventually going to go for it.

Quote
drafting the fortress populace

was already my plan, and a very good one for another reason as dwarves are now turning up naked and it would be nice to get them to put something on.

Okay ladies and gentledwarves, we doin this. Thank you all for your input.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Neyvn** on **June 03, 2011, 02:29:21 am**

If I may... Defense Expert cutting in here...

Inside the walls build a quick 'Maze' of walls, inside this maze set up some Doors attached to Levers. Have this lead directly to the Main Entrance. Open the gates with no one in it. Use the Levers to SORT the Goblins as they come in, Open and close Floodgates to give them different routes into the Fort (Obviously you need to have a direct route open, but requiring alot of different ways so they can't just waltz in. At the End when one or two get through the maze in small ammounts, have them meet the Melee Dwarves...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 03, 2011, 02:48:40 am**

Quote from: Mayerm on June 02, 2011, 06:47:18 pm
"Grab a bar of soap and follow ME!"

"Welcome to Ubenudil- Don't drop the soap."
xD

"..."
"I mean it's, uh, Mr Madushkubuk's soap. So be careful with it."

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 03, 2011, 02:51:52 am**

Quote from: Yoink on June 03, 2011, 02:48:40 am
"Welcome to Ubenudil- Don't drop the soap."

thanks, now there's pepsi on my laptop screen

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 03, 2011, 03:09:22 am**

Although ive never done, I think you just make an account and press the upload button, browse for the region folder and hit upload.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **June 03, 2011, 03:12:06 am**

Quote from: hitty40 on June 03, 2011, 03:09:22 am

Although ive never done, I think you just make an account and press the upload button, browse for the region folder and hit upload.
Huh?
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: Yoink on June 03, 2011, 03:26:08 am</div>
<div>To use DFFD? Well I've only done it once, it was pretty simple I guess... But screenshots do pretty much the same job, perhaps less detailed but it requires less effort. :P I dunno.</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: magmaholic on June 03, 2011, 03:30:01 am</div>
<div>i have one suggestion with spoilers Spoiler (click to show/hide) HELL COLONIZATION</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: Mythologique on June 03, 2011, 03:35:24 am</div>
<div>Vudnis, Sibrek, and Amante all have somewhat...questionable titles.</div> <div>Amante may be a marksdwarf but, I myself have only just setup a military for the first time...and died...horribly in my first <i>siege</i>. I'm not a fan of the idea of drowning traps, I do like the sorting hallway idea oddly enough. It sounds particularly fun. Probably not for this siege though. I'm seeing marksdwarves and Bessie as the best way to eliminate, or at least injure, some goblins for this time around. Those elites need to be taken out.</div> <div>Thank you for the wonderful story.</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: dragoncurse on June 03, 2011, 03:47:38 am</div>
<div>Holy crap. That's one of the best histories I read since Boatmurdered and Towersoared. I think it would be good if you upload it on DFMA.</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: peregarrett on June 03, 2011, 06:12:57 am</div>
<div>So, you're going to draft everyone and greet them with a bolt storm? Okay.</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: Hitty40 on June 03, 2011, 10:14:51 am</div>
<div><div>Quote from: Mythologique on June 03, 2011, 03:35:24 am</div><div>Vudnis, Sibrek, and Amante all have somewhat...questionable titles. hitty40...he may be a berserker dwarf that just gets angry all the time but, unless you want to be eliminated now, you are better off following a military strategy. Besides, all the male dwarves are laid back. It's the female dwarves that are insane if I'm correct on this fort.</div></div>
<div>DAMN IT MYTH READ MY SIG! RAAAAAAAAAAAAAGGGGGGGGGGGHHHHH!!!</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: TurkeyXIII on June 03, 2011, 02:07:04 pm</div>
<div>This suggestion may be a bit late, but you might be able to implement a muted version of the retracting-bridge-over-enormous-drop trap by making the pit two z-levels deep and filling it with menacing spikes. It should be enough to cripple a bunch of gobbos without killing them outright, so your military still gets their practice. And if your military fails, the gobbos are already inside the fort :P</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: bitterhorn on June 03, 2011, 04:24:52 pm</div>
<div>I sense an epic update pending...</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: trigg on June 03, 2011, 04:31:44 pm</div>
<div><div>Quote from: bitterhorn on June 03, 2011, 04:24:52 pm</div><div>I sense an epic update pending...</div></div>
<div>This, every time.</div> <div>And I'm never let down.</div> <div>I'm amazed with the gripping plot in a game I've played for so much time and know so well :3</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: Mythologique on June 03, 2011, 04:36:11 pm</div>
<div>Edit: Removed.</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: mideg on June 03, 2011, 04:38:41 pm</div>
<div>I think it was in character, but I might be wrong.... :-)</div>
<div>Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort Post by: Mythologique on June 03, 2011, 04:40:41 pm</div>
<div><div>Quote from: mideg on June 03, 2011, 04:38:41 pm</div><div>I think it was in character, but I might be wrong.... :-)</div></div>

I rather assumed that if he were IC that he would address me by my IC name. I wasn't sure. The sig would be OOC anyways. I'm just going to delete my posts and ignore him the remainder. He seems the type to continue arguing incessantly.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 03, 2011, 04:43:13 pm**

I know we're all anxious to see what happens next, but no need to freak out, guys. ;D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **June 03, 2011, 04:45:15 pm**

I just hope it goes down without too many losses...or nerve damage.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 03, 2011, 08:28:55 pm**

I'm excited! :D
The updates are usually pretty frequent, so possibly something BIG's gonna happen. Hopefully.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **m4davis** on **June 03, 2011, 11:49:54 pm**

Please dwarf me male hammerdwarf.

EDIT If you haven't started writing give me beserker back ground

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zephyr_hound** on **June 04, 2011, 06:06:15 am**

Sorry about no updates, guys, I've just been hit by really horrible hay fever out of nowhere, and I can barely see the laptop screen to type. It's driving me crazy with the constant sneezing and watery eyes. Hoping to get hold of some stuff for it today or tomorrow.
NORMAL SERVICE WILL BE RESUMED AS SOON AS POSSIBLE

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 04, 2011, 06:38:25 am**

Ouch! D: I don't get hay fever thankfully, but I hate getting flus and those awful, sinus-blocking head colds... :(
It's okay, just get better and stuff.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Andal** on **June 04, 2011, 07:20:11 am**

Quote from: zephyr_hound on June 04, 2011, 06:06:15 am
Sorry about no updates, guys, I've just been hit by really horrible hay fever out of nowhere, and I can barely see the laptop screen to type. It's driving me crazy with the constant sneezing and watery eyes. Hoping to get hold of some stuff for it today or tomorrow. NORMAL SERVICE WILL BE RESUMED AS SOON AS POSSIBLE

Try using some soap.

Seriously though, feel better!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **BradB** on **June 04, 2011, 07:43:55 am**

Quote from: zephyr_hound on June 04, 2011, 06:06:15 am
Sorry about no updates, guys, I've just been hit by really horrible hay fever out of nowhere, and I can barely see the laptop screen to type. It's driving me crazy with the constant sneezing and watery eyes. Hoping to get hold of some stuff for it today or tomorrow. NORMAL SERVICE WILL BE RESUMED AS SOON AS POSSIBLE

Eurgh, I know the feeling :/ Anyway, thanks for writing a story so awesome I got back playing again!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **TapeNoot** on **June 04, 2011, 08:04:26 am**

Shame it wasn't a cold zephyr, else I could've made a horrible pun involving the improbability of not having sufficient soap to stave off infection.

That said, hayfever's a bitch. Hope it clears up soon!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **June 04, 2011, 12:52:56 pm**

Ugh! Hope it clears up soon, that is absolutely no fun. My allergies have just started showing themselves full force too. Horrid stuff in general.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 04, 2011, 01:29:40 pm**

Random thought, but the cure to soapitis is... well, more soap.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 04, 2011, 01:40:34 pm**

Quote from: hitty40 on June 04, 2011, 01:29:40 pm
Random thought, but the cure to soapitis is... well, more soap.

It's homeopathic!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 04, 2011, 02:49:28 pm**



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 04, 2011, 05:41:55 pm**

I forget, are there any nobles in Soaplantern?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **June 04, 2011, 09:55:22 pm**

Quote from: cole1114 on June 04, 2011, 05:41:55 pm

I forget, are there any nobles in Soaplantern?

A baron, my dwarf; some bureaucrats; maybe others.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 04, 2011, 10:03:51 pm**

The Hammerer, only with an axe, though. And crossbow.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zmas** on **June 05, 2011, 01:43:56 am**

Hope you get well soon!

I think you have forgotton me zephyr, i would like a melee military dwarf to be named zmas :)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **kotekzot** on **June 05, 2011, 04:48:37 am**

That is just so excellent. I'd love to have a mechanic or an engineer named after me. A marksdwarf is fine too. No other preferences.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 05, 2011, 09:00:04 am**

RAAAAAAAAAAAAAAGGGGGGGGGHHHH!!! I CAN'T TAKE WAITING FOR ANOTHER POST!!!
DWARFSTOOOOOOOOOOOOOOOOORRRRRRMMMMM!!!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **magmaholic** on **June 05, 2011, 01:14:27 pm**

Quote from: hitty40 on June 05, 2011, 09:00:04 am

RAAAAAAAAAAAAAAGGGGGGGGGHHHH!!! I CAN'T TAKE WAITING FOR ANOTHER POST!!! DWARFSTOOOOOOOOOOOOOOOOORRRRRRMMMMM!!!

DWARFSTORMERS AND THE ~~ENERGON~~ COTTON CANDY!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DeKaFu** on **June 05, 2011, 01:55:59 pm**

Wow, I feel....strange...

DeKaFu has withdrawn from society...
DeKaFu has claimed a Soapmaker's Workshop!

...
...
...

DeKaFu has created Igrishdakon Lecad, the carved soap!

This is a carved soap. All craftdwarfship is of the highest quality. On the item is an image of a foul blendec and a bolt in soap. The foul blendec is brandishing the bolt.

Phew. That was weird.
Spoiler: I'm glad it wasn't something ominous. (click to show/hide)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Killabyte** on **June 05, 2011, 02:15:26 pm**

DeKaFu, that is amazing. I think you deserve the title of Legendary Soapmaker.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **June 05, 2011, 02:51:14 pm**

It was a secretive mood, of course he's legendary now.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 05, 2011, 07:21:32 pm**

Dude, he deserves more than Legendary.

DeKaFu, God of the Soapmakers Creating Godly Soap

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmgold** on **June 05, 2011, 07:26:50 pm**

Quote from: GreatWyrmgold on June 04, 2011, 09:55:22 pm

Quote from: cole1114 on June 04, 2011, 05:41:55 pm

I forget, are there any nobles in Soaplantern?

A baron, my dwarf; some bureaucrats; maybe others.

Wait, wrong community fort.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 05, 2011, 09:03:54 pm**

Hahaha, cool! Now just wail 'til that shows up in game, I bet it will! :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 06, 2011, 10:51:13 am**

Quote from: Yoink on June 05, 2011, 09:03:54 pm

Hahaha, cool! Now just wail 'til that shows up in game, I bet it will! :P

Sirocco?!?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 06, 2011, 02:01:51 pm**

Zeph, how's the fort coming along?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 07, 2011, 02:29:54 pm**

You feeling any better yet? Out of actual human compassion mind you, not greediness for the next update.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **June 07, 2011, 03:00:14 pm**

Quote from: cole1114 on June 07, 2011, 02:29:54 pm

You feeling any better yet? Out of actual ~~human~~ **dwarven** ~~compassion~~ **nosiness** mind you, not greediness for the next update.

Fixed that for you. :-)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 07, 2011, 03:23:19 pm**

Quote from: mideg on June 07, 2011, 03:00:14 pm

Quote from: cole1114 on June 07, 2011, 02:29:54 pm

You feeling any better yet? Out of actual ~~human~~ **dwarven** ~~compassion~~ **nosiness** mind you, not greediness for the next update.

Fixed that for you. :-)

cole1114 has entered a martial trance!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Vanzetti** on **June 07, 2011, 04:34:09 pm**

Can't help notice there is a dwarf named *Dodok* in Soaplanterns.

That's... ominous, don't you think?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Da Spadger** on **June 07, 2011, 06:00:00 pm**

It's amazing how far this thread has gone without a single Fight Club reference.

I'm impressed, Bay12.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **ImBocaire** on **June 07, 2011, 06:05:21 pm**

Quote from: Da Spadger on June 07, 2011, 06:00:00 pm

It's amazing how far this thread has gone without a single Fight Club reference.

I'm impressed, Bay12.

Quote from: thegoatgod_pan on May 22, 2011, 01:06:01 am

Awesome concept and narrative! Following closely. Is it time to suggest Fight Club themed mega projects yet?

That's on the first page. Sorry.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **thriftshopmusketeer** on **June 07, 2011, 08:07:52 pm**

Awesomeness. Needs more soap, though.

Could I request a weaponsmith, if any are available? Name of Gareth?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmgold** on **June 07, 2011, 08:13:55 pm**

Quote from: Vanzetti on June 07, 2011, 04:34:09 pm
Can't help notice there is a dwarf named *Dodok* in Soaplanterns.
That's... ominous, don't you think?
...Why?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Da Spadger** on **June 07, 2011, 08:44:12 pm**

Quote from: ImBocaire on June 07, 2011, 06:05:21 pm
Quote from: thegoatgod_pan on May 22, 2011, 01:06:01 am
Awesome concept and narrative! Following closely. Is it time to suggest Fight Club themed mega projects yet?
That's on the first page. Sorry.

Damn!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 08, 2011, 01:34:46 am**

Quote from: thriftshopmusketeer on June 07, 2011, 08:07:52 pm
Awesomeness. Needs more soap, though.
Could I request a weaponsmith, if any are available? Name of Gareth?
Huh. Weaponsmith Gareth and Armorsmith Peregarrett.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **June 08, 2011, 01:41:34 am**

Does anyone have a way of contacting Zephyr that doesn't rely on Bay12?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 08, 2011, 05:54:54 am**

Spoiler (click to show/hide)



Just dial 1300-SOAP-LANTERNS

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **nanomage** on **June 08, 2011, 05:58:35 am**

Quote from: Da Spadger on June 07, 2011, 08:44:12 pm
Quote from: ImBocaire on June 07, 2011, 06:05:21 pm
Quote from: thegoatgod_pan on May 22, 2011, 01:06:01 am
Awesome concept and narrative! Following closely. Is it time to suggest Fight Club themed mega projects yet?
That's on the first page. Sorry.
Damn!

hey, wasn't that me who offeres to shear goblins for fat?

Quote from: Gamerlord on June 08, 2011, 01:41:34 am
Does anyone have a way of contacting Zephyr that doesn't rely on Bay12?
that'll be evil grim if soaplanterns stops due to an infection

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 08, 2011, 08:12:16 am**

We need a forgotten beast made of soap.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 08, 2011, 08:49:32 am**

Already on it.

(<http://imageshack.us/photo/my-images/849/imagekmn.jpg/>)

It's not *made* of soap, but it *attacks/throws* soap at you.
[Quote from: Yoink on June 08, 2011, 05:54:54 am](#)

[Spoiler \(click to show/hide\)](#)



Just dial 1300-SOAP-LANTERNS

I want a phone like that, too! Where can I get one?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 08, 2011, 08:57:52 am**

[Quote from: hitty40 on June 08, 2011, 08:49:32 am](#)

Already on it.

(<http://imageshack.us/photo/my-images/849/imagekmn.jpg/>)

It's not *made* of soap, but it *attacks/throws* soap at you.

McBeast was a forgotten beast. An enormous duck made of polyester. It has hollow body. Beware its soap spittle!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Vanzetti** on **June 08, 2011, 10:21:40 am**

[Quote from: GreatWyrnGold on June 07, 2011, 08:13:55 pm](#)

[Quote from: Vanzetti on June 07, 2011, 04:34:09 pm](#)

Can't help notice there is a dwarf named *Dodok* in Soaplanterns.

That's... ominous, don't you think?

...Why?

Do some research regarding The End of Boatmurdered...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrnGold** on **June 08, 2011, 04:37:37 pm**

[Quote from: Vanzetti on June 08, 2011, 10:21:40 am](#)

[Quote from: GreatWyrnGold on June 07, 2011, 08:13:55 pm](#)

[Quote from: Vanzetti on June 07, 2011, 04:34:09 pm](#)

Can't help notice there is a dwarf named *Dodok* in Soaplanterns.

That's... ominous, don't you think?

...Why?

Do some research regarding The End of Boatmurdered...

...Ah.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Syntic** on **June 09, 2011, 10:18:56 pm**

Just found out about this fortress today, and am enjoying what I've read so far (not nearly caught up yet). Hope though it comes out with new updates soon as it's always more enjoyable to read history as it's happening than reading archives of it. Might request a dwarf, but not until I've caught up with what's going on.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **June 10, 2011, 12:17:30 am**

[Quote from: GreatWyrnGold on June 08, 2011, 04:37:37 pm](#)

[Quote from: Vanzetti on June 08, 2011, 10:21:40 am](#)

[Quote from: GreatWyrnGold on June 07, 2011, 08:13:55 pm](#)

[Quote from: Vanzetti on June 07, 2011, 04:34:09 pm](#)

Can't help notice there is a dwarf named *Dodok* in Soaplanterns.

That's... ominous, don't you think?

...Why?

Do some research regarding The End of Boatmurdered...

...Ah.

Oh crap. This isn't going to end well, is it?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **ArKFallen** on **June 10, 2011, 10:31:10 am**

Quote from: Gamerlord on June 10, 2011, 12:17:30 am

Quote from: GreatWyrnGold on June 08, 2011, 04:37:37 pm

Quote from: Vanzetti on June 08, 2011, 10:21:40 am

Quote from: GreatWyrnGold on June 07, 2011, 08:13:55 pm

Quote from: Vanzetti on June 07, 2011, 04:34:09 pm

Can't help notice there is a dwarf named *Dodok* in Soaplanterns.

That's... ominous, don't you think?

...Why?

Do some research regarding The End of Boatmurdered...

...Ah.

Oh crap. This isn't going to end well, is it?

Does it ever?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Vanzetti** on **June 10, 2011, 03:28:30 pm**

Dwarves never die, they just go to hell to regroup.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Ahra** on **June 11, 2011, 04:12:41 am**

how are you zeph?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **zephyr_hound** on **June 11, 2011, 05:04:57 am**

hi guys

I'm so sorry about this. It seems the summer heat has not only gotten to me, but now it's gotten my computer as well. I am not experienced in the ways of fixing broken computers but from my little knowledge I believe that the RAM has gone/is going bad. The computer had started to crash a lot and give strange symptoms of running out of memory while I was doing innocuous things like browsing. Now I can't get it to start up at all.

I've borrowed a macbook to post this, but I know for sure this little thing wont be able to run a 5x5 embark with 200 dwarves and a lot of clutter at any reasonable speed, even if I could get the Soaplanterns file off my laptop.

I'm also poor, so... I don't know when I'm going to be able to get this fixed. I can't afford to take it to a place here (I live in a very expensive area), but I'm supposed to be visiting my family at the end of the month and they may know somewhere affordable in their area. I don't know what else to do at this point. This is a general disaster for me too because I need the laptop for all my college work, and there are things on there that I can't afford to replace. I guess Soaplanterns will have to be on hold until further notice.

Sorry everyone.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **bitterhorn** on **June 11, 2011, 07:32:20 am**

My condolences.

I'll PM you and see if I can help out at all.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **kotekzot** on **June 11, 2011, 07:35:27 am**

RAM is exceedingly cheap and is very, very simple to (un)install. See if any of your friends can lend you a couple of sticks and see if replacing the RAM solves the problem.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Yoink** on **June 11, 2011, 07:40:09 am**

Darn, sorry!
I'm not very good with computers, sady. My laptop's disc drive fell out a while ago... And it took me ages to cram it back in, and THEN I forgot to turn it off first, and caused a power surge. ::)

Anyway. Good luck getting your laptop working again!
We told *you* to get well soon, now tell *your laptop* to get well soon! :P

On a(n even) less serious note, I'd totally fly some computer-expert-type-friend over wherever you live to fix it, but I'm poor too. :(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Hitty40** on **June 11, 2011, 08:08:07 am**

Hey Zeph, if you wish/can, upload your current DF save file to DFFD and I can continue on with the story, but only if you wish while your getting your CPU fixed.

Also, I suggest you get a flash drive for DF. It will help for when you really need it.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Syntic** on **June 11, 2011, 10:27:24 am**

Some other little bits of advice from a paranoid gamer. Upload your save somewhere (and your collage work, and anything else you need to be able to retrieve). That way if your problem is more than just ram, and you end up loosing data on your hard drive, you can just download it again. Another thing is if you think it might have been the summer heat that caused the problem, make sure that you use your computer in a ventilated room, and if possible get a regular fan to keep air moving toward you and your computer. And speaking of ventilation, even though you don't know much about computers it should be fairly safe for you to open yours up and see if there is much dust build up. If so get a can of air and blow out the inside, as that will help it from overheating.

These little things should help you be able to use your computer a bit longer before it decides to crash on you, though if it's crashing that suggests that some damage has already been done to the hardware. I wouldn't suggest doing things like DF on it until you are sure that you have found out what was causing the crashing and had it repaired or replaced. IE: It might be that the ram is damaged, but that might be because your computer's fan isn't working, and you need to replace both the fan and the ram. While I type this, and think of fans not working, you might want to consider checking your CPU fan also, as it might not be a ram problem but a CPU that's been overheated.

Of course this all assumes that the problem was caused by overheating. But even then these are good things to check on your computer every now and then anyways.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **khearn** on **June 11, 2011, 01:34:11 pm**

Since you think the problem is summer heat, I guess you're not in the SF Bay Area, it's been unseasonably cool here. But if you are, give me a PM. I've had a little experience taking apart laptops to clean out the fans and getting them to stop overheating. I could also help with swapping out RAM if needed.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 11, 2011, 10:41:19 pm**

Solution: Soaplantern is now a succession game, until you get better. Upload the save here, and we'll take care of it until you get back. If we die, we'll revert to the save you uploaded.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 11, 2011, 11:08:34 pm**

I dunno, I think Zeph had a pretty good idea what he was doing with the story...
Although perhaps we could RP it as Madushkubuk falling ill, and being bedridden for however long it takes, with the maintaining of the fort falling to some other unfortunate.
Bonus points if it's some evil, demonic foul blendec magic that makes him sick! :)
...But, I'm not really sure it's a good idea. Maybe better to wait. Up to Zeph, though!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Shiney** on **June 12, 2011, 12:00:12 am**

Seeing as this is my most favorite community fort evar...

I Might... Have some extra 1 and 2 gig Laptop ram chips laying around.

JUST DONT DIE D:

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DeKaFu** on **June 12, 2011, 12:12:57 am**

Aww, I shouldn't have carved that soap. It really *was* a fell omen! D:

Also, count me in as a vote for waiting for zephyr rather than trying to turn it into a succession game. I'd rather see it stay consistent.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 12, 2011, 12:14:12 am**

Maybe you could upload your world, and we could all make unique forts and show how Soaplantern has affected the rest of the world or something. Maybe the Mountainhomes have declared that soapmaking is now the highest profession, and must be established in all forts?

Quote from: cole1114 on June 12, 2011, 12:14:12 am
Maybe you could upload your world, and we could all make unique forts and show how Soaplantern has affected the rest of the world or something. Maybe the Mountainhomes have declared that soapmaking is now the highest profession, and must be established in all forts?

I like this Idea. Maybe like an intermission detailing the lives of the soapmakers inspired by Soaplanterns' success to go out and found their own fortresses.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Syntic** on **June 12, 2011, 02:52:00 am**

Unfortunately the fort hasn't earned a name for it's self because of it's soap. People might know the history of it being founded by soap makers. But the majority of stories that leave the fortress right now would be about the military and the goblins. Rumors of a room made of soap might be starting to get around, and soap makers would be hearing of job opportunities at the fort. However, nothing has really happened to make people world wide to see the greatness of soap. That likely won't happen until one of two things start happening.

- 1) soap as primary export.
- 2) visitors seeing grand soap structures/operations.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **khearn** on **June 12, 2011, 04:47:40 am**

I agree about waiting until Zephyr Hound can continue the fort. It's his baby, and it just wouldn't be the same if someone else took over. If people want a succession fort, they can start a different one up any time.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **June 12, 2011, 02:20:34 pm**

Quote from: khearn on June 12, 2011, 04:47:40 am

I agree about waiting until Zephyr Hound can continue the fort. It's his baby, and it just wouldn't be the same if someone else took over. If people want a succession fort, they can start a different one up any time.

Maybe any succession games would be counted as alternate histories?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **June 12, 2011, 03:58:46 pm**

Quote from: DeKaFu on June 12, 2011, 12:12:57 am

Also, count me in as a vote for waiting for zephyr rather than trying to turn it into a succession game. I'd rather see it stay consistant.

+1 for the idea (Meaning: I agree with it), -1 for the spelling of consistent (Meaning: I am not serious and am in fact trying to make a joke).

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Psychron** on **June 12, 2011, 04:52:03 pm**

Zephyr, when you finally get your laptop working and are able to access the raws where you keep your custom animals and plants, would you mind posting them? I would like to see them.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DeKaFu** on **June 12, 2011, 06:27:59 pm**

Quote from: GreatWyrmGold on June 12, 2011, 03:58:46 pm

-1 for the spelling of consistent

Oh nooooo!

I am filled with shame.
(I fixed it.)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 12, 2011, 07:21:36 pm**

Quote from: Psychron on June 12, 2011, 04:52:03 pm

Zephyr, when you finally get your laptop working and are able to access the raws where you keep your custom animals and plants, would you mind posting them? I would like to see them.

Seconded.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Mythologique** on **June 13, 2011, 12:59:33 am**

Oh no. I hope it all works out. Definitely make sure you are keeping that thing cool. I lost a laptop at one point just out of stupidity of overheating it.

On that note, add another vote for not making a succession fort. If you want to make your own soap fort then feel free but, this is Zeph's fort, end of story.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 13, 2011, 03:57:14 am**

The RAM has been toppled by Summer Heat.
The computer has gone stark raving mad!
Dwarf Fortress demands upgrade of zephyr's computer!

Hope everything will be fixed and we'll get more soap and foul blendecs!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **DrKillPatient** on **June 13, 2011, 03:32:54 pm**

If you don't have the save elsewhere, you could get a USB cable to connect another computer to your broken one, and use that to get your stuff off the HDD. I suppose they're fairly cheap, although I rarely mess with hardware unless I need to, so I wouldn't know too much about that...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **khearn** on **June 13, 2011, 03:56:14 pm**

A USB cable between computers won't work if you can't boot both computers.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrmGold** on **June 13, 2011, 04:10:14 pm**

Quote from: peregarrett on June 13, 2011, 03:57:14 am

Hope everything will be fixed and we'll get more soap and foul blendecs!

But there haven't been blendecs in years...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 13, 2011, 04:10:40 pm**

Notice z_h mentioned he was borrowing a mac lappy; assuming the first one is also a mac, firewire target disk mode that shit, rescue your college + DF files manually, wipe your first machine's HD and reinstall Mac OS altogether, then put the files back.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **June 13, 2011, 04:11:27 pm**

Quote from: GreatWyrmGold on June 13, 2011, 04:10:14 pm

Quote from: peregarrett on June 13, 2011, 03:57:14 am

Hope everything will be fixed and we'll get more soap and foul blendecs!

But there haven't been blendecs in years...

If you're very quiet you can still hear them rustling around out there in the jungle... :-\

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **schplat** on **June 13, 2011, 06:26:00 pm**

Figure I'll weigh in on the fix the laptop piece since that's a good chunk of what I do for a living. Assuming the HDD is good, and the laptop is otherwise irreparable:

Pull the HDD out of the laptop. Usually held in by a single screw.
If it's a SATA drive, just plug that bad boy into any PC, and start yanking files off
If it's a PATA drive, then you'll need a 2.5" to 3.5" adapter (buyable at most PC repair places, also off Newegg, Amazon and the like). Hopefully you have a PC that still has a PATA connector (wide, flat ribbon cable).
Try to do this before you send it off to repair anywhere, since repair places like to wipe drives first, ask questions later.

Look forward to the return of this story.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Shiney** on **June 14, 2011, 02:08:11 pm**

Assuming it's a Sata, as most laptop Hard drives are, you could take it out of the lappy, and hook it do a Sata to USB Adapter, and plug it into any computer like an external hard drive, no drivers needed or anything.
You can usually get such a device from eBay for under 10 bucks, alternatively, Best Buy and Frys sell them as well, but their fancy and cost 50-100\$.
Not that that's a problem, you can be like me, Buy it, Use it for what you need it for, and return it for a full refund.

Gotta love return Policies these days XD

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **nanomagnetic** on **June 15, 2011, 04:47:56 am**

Well, it makes me sad to hear that zeph's laptop died an ignoble heat death. I've been following the story (lurking) for a few updates now and it's just great writing. I hope Soaplantern makes a return!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Yoink** on **June 15, 2011, 06:45:29 am**

Yeah, Soaplanterns has to be one of the best-written stories on here...
Detailed, innovative, not too cluttered and very, very funny! :D I'm certainly hoping for a return, too.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **m4davis** on **June 16, 2011, 11:11:08 pm**

I hope you computer gets fixed soon

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Gamerlord** on **June 17, 2011, 04:30:39 am**

We must keep this thread alive until Zephyr returns.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **kotekzot** on **June 17, 2011, 04:57:53 am**

A forum topic is not a tamagotchi.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **katana** on **June 17, 2011, 07:50:31 am**

Or is it?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **nanomage** on **June 17, 2011, 08:27:30 am**

I think forum topic is more like a dwarf.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Ahra** on **June 17, 2011, 08:36:12 am**

Quote from: nanomage on June 17, 2011, 08:27:30 am

I think forum topic is more like a dwarf.

prone to stupid suicide?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **nanomage** on **June 17, 2011, 08:38:28 am**

Quote from: Ahra on June 17, 2011, 08:36:12 am

Quote from: nanomage on June 17, 2011, 08:27:30 am

I think forum topic is more like a dwarf.

prone to stupid suicide?

And capable of producing awesome treasures.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**

Post by: **Psychron** on **June 17, 2011, 10:28:20 am**

Truly sig-worthy.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Korva on June 17, 2011, 11:42:01 am

Damn, I hope you can get your problems fixed (and your allergies calmed down too), and not just for the sake of the fans of this fort. :(I found the thread myself two days ago and just finished reading it. Two thumbs up for your writing! The early struggles with the aquifer and simply trying to survive were awesome. I'm only curious why a soapmaker doesn't want his products to be used. Maybe that will be revealed eventually?

Good luck!

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: GreatWyrmGold on June 17, 2011, 08:37:08 pm

Quote from: Korva on June 17, 2011, 11:42:01 am
I'm only curious why a soapmaker doesn't want his products to be used. Maybe that will be revealed eventually?

Mr. Madushkabuk has been unhappy lately. He has suffered art defacement recently. A fellow has failed to understand the art and joy of soap making recently. He has been ridiculed for calling soap making an art recently.

Also, I would add a bit about how I hope zephyr_hound's computer problems are solved and a bit of advice, but the first is overdone and I have no clue about the second. If he ever gets Ubenudil out of his laptop, I'd advise putting a copy on the DFFD.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Hitty40 on June 17, 2011, 09:05:43 pm

Zephyr_Hound has been struck down.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: peregarrett on June 20, 2011, 01:31:30 am

Quote from: hitty40 on June 17, 2011, 09:05:43 pm
Zephyr_Hound has been struck down.

Huh...

Butcher and make soap from him!

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Hitty40 on June 20, 2011, 10:04:53 am

Quote from: peregarrett on June 20, 2011, 01:31:30 am
Quote from: hitty40 on June 17, 2011, 09:05:43 pm
Zephyr_Hound has been struck down.
Huh...
Butcher and make soap from him!

(<http://imageshack.us/photo/my-images/685/101738.jpg/>)

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Conan on June 20, 2011, 12:33:03 pm

I want some elephant soap now.

Also, hopefully the topic picks up again. It's been real fun reading this.

Now that I mention it... I'll do some art. Any suggestions on what to do it on?

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Dermonster on June 20, 2011, 12:36:04 pm

Just read it. Extremely sad that it is sorta dead for a bit? Would like a dwarf when it picks back up.

Don't really care what it is, as long as he gets screentime. Maybe military, they get a lot. Derm (lastnameagoeshere), [Soulchopper] likes Axes!

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Conan on June 20, 2011, 12:39:15 pm

I've read the whole topic, but I don't know exactly what's the best stuff to do pictures from.

Also if this picks up again, I'd like to be a hammerdorf.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: Clamatius on June 21, 2011, 01:14:43 pm

Zephyr, your writing is excellent. I really enjoyed the story of Soaplanterns and the premise of the fortress.

Best of luck with the computer. FWIW, it sounds like overheating to me - and that is often simply dust accumulation or a broken fan, either of which are usually easy to fix.

Title: Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort
Post by: cole1114 on June 27, 2011, 04:01:18 pm

Is Soaplanterns dead forever? So sad...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 27, 2011, 04:25:12 pm**

I don't know, just PM'd him a few days ago. No reply.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **June 27, 2011, 04:28:22 pm**

He hasn't been on in 16 days. I sure hope he hasn't succumbed to infection.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Syntic** on **June 27, 2011, 04:47:59 pm**

Remember those that are worried, he did say that his computer has been having problems and that he's not the best with computers. Often what that equates to is getting a new computer, as those that don't know much about computers have a hard time figuring out what parts they can replace or even just clean off to make the computer work better again. If he is going the route of getting a new computer that means spending a good chunk of change. While some people have enough money to buy a new computer at the drop of the hat, others need to shift their financial plans around and wait a bit to make sure they get a good computer without hurting themselves in the long run. Also keep in mind that some people only get paid every 2 weeks and not every week, and if he's not been on in 16 days that's only 1 or 2 pay checks toward fixing or getting a new computer. He's not likely to to just stop doing other things that he does with his money, so I would give him at least a month to gather money together. Extension on that time if he is a student or other type of person with low income and high expenses.

Only after that time should you really even consider entering panic mode. Before that time you should just be in "polite concerned worry for a fellow gamer" mode.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Conan** on **June 27, 2011, 07:09:05 pm**

so tl;dr he just needs more time to fix/get a new computer.

If he gets a new computer then he'll need to somehow recover the save. Hopefully the problem wasn't too serious...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Rurik** on **June 28, 2011, 11:56:23 am**

I read this within a day after finding it and the current state of affairs is certainly a shock. I hope you'll get things fixed, Zephyr, because your writing is superb and the story is awesome. I love it how you intermingle evil omens with absurdly sympathetic simple dwarfs who only want to make soap. The outcome is comedy, but it is the kind of that makes you feel for the characters. I really like those soap makers and I hope things turn out for them as well as they can in the dwarven world.

And of course I hope you can resume the tale of Soaplanterns someday too!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 28, 2011, 02:57:52 pm**

'The Dwarves have entered the Age of Broken CPUs and sick people.'

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **June 29, 2011, 11:55:05 pm**

Ok, due to lack of posting and inactivity from Zeph, I am officially declaring this fort dead and thread closed. Please do not post any further.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **June 30, 2011, 12:07:02 am**

Uhm, right. Dead... Until Zeph gets a new computer or whatever and makes his return?
Don't see why we shouldn't continue posting our appreciation of Soaplanterns. :/

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **nanomagnetic** on **June 30, 2011, 12:48:40 am**

Quote from: hitty40 on June 29, 2011, 11:55:05 pm
Ok, due to lack of posting and inactivity from Zeph, I am officially declaring this fort dead and thread closed. Please do not post any further.

What if someone comes along and makes some Soaplanterns art? Shouldn't we leave this thread open?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Syntic** on **June 30, 2011, 12:50:44 am**

anyone can declare anything... IE: I declare tomorrow Soap appreciation day.

Of course, if you have no authority and/or people don't agree with what you are declaring, they just give you a funny look.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **mideg** on **June 30, 2011, 02:25:25 am**

hitty40 banned the export of soap craft.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **June 30, 2011, 02:39:13 am**

The soap is out there. I want to believe!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ahra** on **June 30, 2011, 03:19:37 am**

people refused the death of migrursut for over an f***** year.
lets see how long is needed.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Conan** on **June 30, 2011, 10:36:29 am**

I'll take a shot at drawing something. To see my other art (only two :P) go to the Uristildom thread in my sig, on the end of page 12 and 14.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **July 01, 2011, 03:29:08 am**

you were asking for some art?
Here's some!
[Spoiler](#) (click to show/hide)
(<http://imageshack.us/photo/my-images/87/soapbath.png/>)
Mr. Madushkubuk is testing his new soap fountain.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **July 01, 2011, 03:42:19 am**

Hehehe! I don't think he's pleased about being engraved in the bath. :P

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **July 01, 2011, 03:45:07 am**

He has dual feeling. He likes mist and bubbles, but he hates soap being wasted.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Conan** on **July 01, 2011, 10:55:16 am**

Only he can prevent soapy wastefulness.

I'll take a look through the topic again, maybe find something of interest to draw. Any suggestions?

If you have one link to the quote.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **July 01, 2011, 11:18:07 am**

Maybe Zeph getting angry over other dwarfs using the soap?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **July 01, 2011, 01:44:13 pm**

Or maybe someone interrupted him with bad news - "A vile force of darkness has arrived!"
- "WHAAAAAAT???? I"M TAKING MY BATH!!!"

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **July 01, 2011, 02:35:48 pm**

(<http://imageshack.us/photo/my-images/546/siegewhiletakingabath.png/>)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **July 01, 2011, 04:30:23 pm**

Exactly! :D :D :D :D
Nice minimalistic style, by the way1

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **July 02, 2011, 01:12:23 am**

It's too bad we can't contact him without his computer, or else donations could be made.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GreatWyrnGold** on **July 02, 2011, 02:36:13 pm**

The yellow "D" in the corner is me as a gold [D]ragon. The smiley face next to me is Ahra as a black-colored dwarf. The other smiley faces are other people on this thread.

Would someone please PM me if zephyr_hound comes back to this thread? Thanks.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Roboboy33** on **July 03, 2011, 11:44:38 pm**

SOAP. PLANTERNS. MUST. NOT. DIE!!!!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **m4davis** on **July 07, 2011, 02:40:03 pm**

hope the computer works soon

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **katana** on **July 07, 2011, 06:48:07 pm**

Does anyone else wonder what the megabeast he modded in is?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Drifter** on **July 11, 2011, 01:44:11 pm**

this fort should be handed on to someone with decent writing ability because it was AWSOM?E fort. Other good one im reading now is Olonkulet.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **noodle0117** on **July 11, 2011, 05:16:14 pm**

Quote from: zephyr_hound on May 21, 2011, 02:05:23 pm
It was better than being back at the mountainhome trying to dodge wooden spears while some giggling halfwit yanked a lever..
I just began looking at this game and I could not help but be reminded of my avatar when I read this.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **The Master** on **July 11, 2011, 08:50:03 pm**

Quote from: noodle0117 on July 11, 2011, 05:16:14 pm
Quote from: zephyr_hound on May 21, 2011, 02:05:23 pm
It was better than being back at the mountainhome trying to dodge wooden spears while some giggling halfwit yanked a lever..
I just began looking at this game and I could not help but be reminded of my avatar when I read this.
grabs noodle and drags him, kicking and screaming, back to my topic

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ifeno** on **July 11, 2011, 09:10:50 pm**

awesome! can't wait for more!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **July 11, 2011, 09:14:01 pm**

Quote from: Ifeno on July 11, 2011, 09:10:50 pm
awesome! can't wait for more!

If there ever is a more...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **July 12, 2011, 08:40:51 pm**

Hitty40, your pessimism is unwanted.
Kindly report to the Fun chamber for debriefing.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **July 12, 2011, 09:41:04 pm**

Quote from: Yoink on July 12, 2011, 08:40:51 pm
Hitty40, your pessimism is unwanted.
Kindly report to the Fun chamber for debriefing.

Walks into Fun Chamber, doors close

So, what's supposed to-

Hitty40, badass has been struck down.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **July 15, 2011, 03:27:06 pm**

Can't let this die. I just can't. It's better than Syrupleaf, dammit!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **peregarrett** on **July 15, 2011, 04:12:25 pm**

Foam for the Soap God!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **July 15, 2011, 07:48:40 pm**

Quote from: peregarrett on July 15, 2011, 04:12:25 pm
Foam for the Soap God!

Foam? WTF are you on?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Gamerlord** on **July 15, 2011, 08:11:34 pm**

foam and soap. soap makes foam. duh.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **July 25, 2011, 12:57:20 pm**

Oh, Soaplanterns. Come back, we miss you.

I bought you some flowers.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **July 25, 2011, 01:00:10 pm**

courtyard (Which circles around the inner walls), and two ramps near the hatches to down below.

Having 10 unskilled marksdwarves with copper crossbows and wooden bolts (What can I say, I'm poor) man the outer ramparts, with the gates open to draw in the invaders, I was able to easily survive a siege consisting of 3 squads of Beak Wolves and 2 squads of elephant-riding white tigersmen. If they had gotten inside.. I'd have been screwed to no end XD

All of this was inspired by Soaplanterns.. I love this fort, and hope Zephyr fixes his computer soon :D

you don't want wood bolts I would use bone instead cause unless your enemy is naked the wood bolts will bounce off

That's not true. Besides, most enemies are half naked anyway.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Crustypeanut** on **August 01, 2011, 11:21:17 am**

I have a bone crafter making bone bolts as well, but the woodcrafters do it faster. Though it was nice seeing someone get hit by an elf bone bolt that I made.. *Grins*

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **trigg** on **August 02, 2011, 02:30:14 am**

Quote from: Crustypeanut on August 01, 2011, 11:21:17 am

... the woodcrafters do it faster.

Interesting fact to know ;)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Crustypeanut** on **August 02, 2011, 06:00:20 pm**

Well, my bonecarver is less skilled than the woodcrafters, thats why it goes slower. XD

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **August 10, 2011, 07:19:43 pm**

Aaaaaaaagh! Darn you computer problems! Darn you to heck!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **GrizzleBridges** on **August 12, 2011, 10:59:06 am**

Just read the whole thread over the last couple of days, amazing story. Please come back :(:(:(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **m4davis** on **August 20, 2011, 07:48:12 pm**

damm you computer problems

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **September 05, 2011, 07:23:21 pm**

Bump for the spirit of Soaplanterns!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **cole1114** on **September 08, 2011, 10:09:39 pm**

Gooooodnniiiiiiight sweeeeeeeeeet chaaaaaaaaarriiooooooot.

I bid thee fairwell Soaplanterns. If you should ever appear on /r/dwarffortress, I'll be back. Until then, I'm sad to see you go-go but glad I got to see it get this far.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **rridgway** on **September 13, 2011, 12:45:50 am**

Zephyr was back on his account! Soaplanterns lives!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **September 13, 2011, 12:47:19 am**

Ohmygoshohmygoshohmy-- *HEART ATTACK*
THUMP

:D

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Ahra** on **September 13, 2011, 12:48:34 am**

KANE ZEPHYR LIVES!!!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **JacenHanLovesLegos** on **September 13, 2011, 07:04:13 am**

Glory to Soaplanterns!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **m4davis** on **September 13, 2011, 02:36:52 pm**

Yes computer problems evil reign has been overthrown

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Stronghammer** on **September 13, 2011, 02:49:25 pm**

Thank goodness, hopefully he will be back on as this story is awesome, and i have certainly missed it.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Roboboy33** on **September 13, 2011, 03:38:46 pm**

YES! YES! MAGMA FOR ZEPHYR!

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **September 13, 2011, 05:26:07 pm**

Quote from: m4davis on September 13, 2011, 02:36:52 pm
Yes computer problems evil reign has been overthrown

Any eivdence?

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Yoink** on **September 14, 2011, 01:55:44 am**

Assuming you mean *evidence* that his computer has been fixed, well no, but at least we know good ol' Zeph's still alive. :)

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **October 02, 2011, 07:31:39 pm**

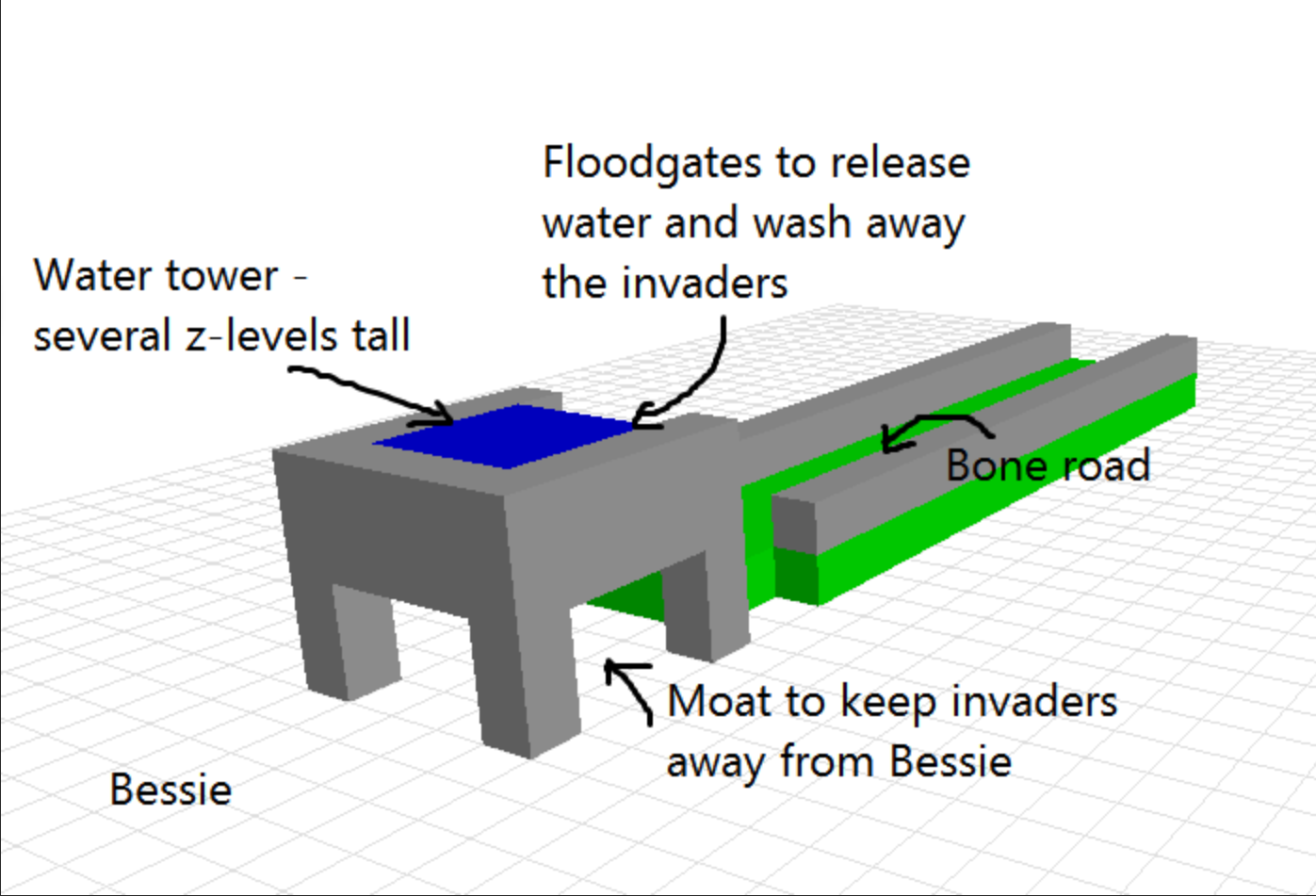
Bump.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **zzandy** on **October 13, 2011, 02:18:54 pm**

Really enjoyed reading.

It's a pity such a great story stumbled on the most interesting part. Especially since I have a humble suggestion on invasion cleansing water trap. Hope we see new development on Soaplanterns before long.

[Spoiler](#) (click to show/hide)



Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Epithemius** on **October 14, 2011, 05:04:34 pm**

Has this gone dead?
Please, tell me it has not...

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **bitterhorn** on **October 18, 2011, 12:56:02 pm**

Quote from: Epithemius on October 14, 2011, 05:04:34 pm
Has this gone dead?
Please, tell me it has not...

Given the length of radio silence, Outlook Not So Good... :(

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Hitty40** on **December 28, 2011, 12:20:55 am**

Just read the thread again.

Gotta love nostalgia like this.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **jaxy15** on **January 11, 2012, 09:31:18 am**

We must revive this.

Title: **Re: Ubenudil, Soaplanterns - Soapmaker's Guild Fort**
Post by: **Epithemius** on **January 11, 2012, 09:35:02 am**

Quote from: jaxy15 on January 11, 2012, 09:31:18 am

We must revive this.

It would be nice. It's too bad we don't have a save or something. And considering the OP has been inactive since September of 2011, he probably is done.